FLIP ME OVER FOR WHAT'S IN THIS ISSUE!

N64 MAGAZINE FOR NINTENDO 64 FANS
Future Publishing
CHRISTMAS 1997 £2.95

N64 MAGAZINE

DIDDY KONG RACING

We've finished it!

- Secret-packed review!
- 16 track maps!
- How to 'be' TT and Drumstick!

REVIEWS BONANZA!

The ultimate festive buying guide!

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LAMBORGHINI
PUYO PUYO 64
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PLUS! JAPANESE AND U.S. NEWS AND REVIEWS!

ZELDA: OCARINA OF TIME

POCKET MONSTERS

NINTENDO SPACE WORLD

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ISSUE 10

Acceleration so fast it hurts.
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TAKE IT TO THE EXTREME

HOW N64 MAGAZINE WORKS

N64 Magazine is the best Nintendo magazine money can buy. Here's why:

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!

WELCOME TO N64 MAGAZINE

The N64 Magazine team sits line abreast, chins propped on hands, gazing out of the window, waiting for the first snowflake of Christmas.

"Wait – what's that?" gasps Tim, pointing.

"Nah," James sighs. "Just a pigeon feather."

In truth, the most Christmassy thing we've come across in recent weeks is *Diddy Kong Racing*. Most of it's set in distinctly unseasonal deserts, or at the seaside, but there's one world – Snowflake Mountain – that's the most festive environment we've ever seen in a video game, with its snow-covered fir trees and cosy cottages. And there's one circuit in particular – Walrus Cove – that's played to the accompaniment of the most yuletide-yielding music we've ever heard in a video game. That alone makes *DKR* a vital addition to every post-Queen's-speech Christmas afternoon.

Still no snow, though. It's starting to get dark, and the Christmas lights have come on high above the streets outside, where shoppers are bustling around with armfuls of presents. But no snow.

Speaking of presents, when you're doing your Christmas shopping, don't overlook your N64. I'm sure it'd really appreciate an extra controller or even a cosy carrying case tucked into its stocking. But don't make the mistake of buying it a duffer, as that'd be worse than nothing at all. Luckily, Tim's been giving everything plug-in-able a good trying out, and makes his recommendations on pages 84 to 88.

Someone's singing O Little Town of Bethlehem in the distance. And it's really cold outside now, making **N64** Magazine's breath steam up the window. But still no snow.

After the fiasco of *FIFA 64*, you'd think Electronic Arts wouldn't have dared to show their faces around these parts again. But they're back, and, unbelievably, with a game that just about makes up for the sins of their past. *FIFA '98: The Road to the World Cup* plays a cracking game of footy, and we'll look forward to accompanying the World Cup with it next year.

"It's snowing!" Wil yells.

"Hurrah!" everyone cries.

And, indeed, there's a veil of whiteness floating gently down outside the window. A plate of hot mince pies is produced, and we toast the N64's first Christmas with mulled wine.

(Actually, readers, I've arranged for a box of the polystyrene packaging all the joypads arrived in to be emptied from a window upstairs, but don't let on, eh?)

Merry Christmas!

JONATHAN DAVIES
EDITOR

GO! GO!

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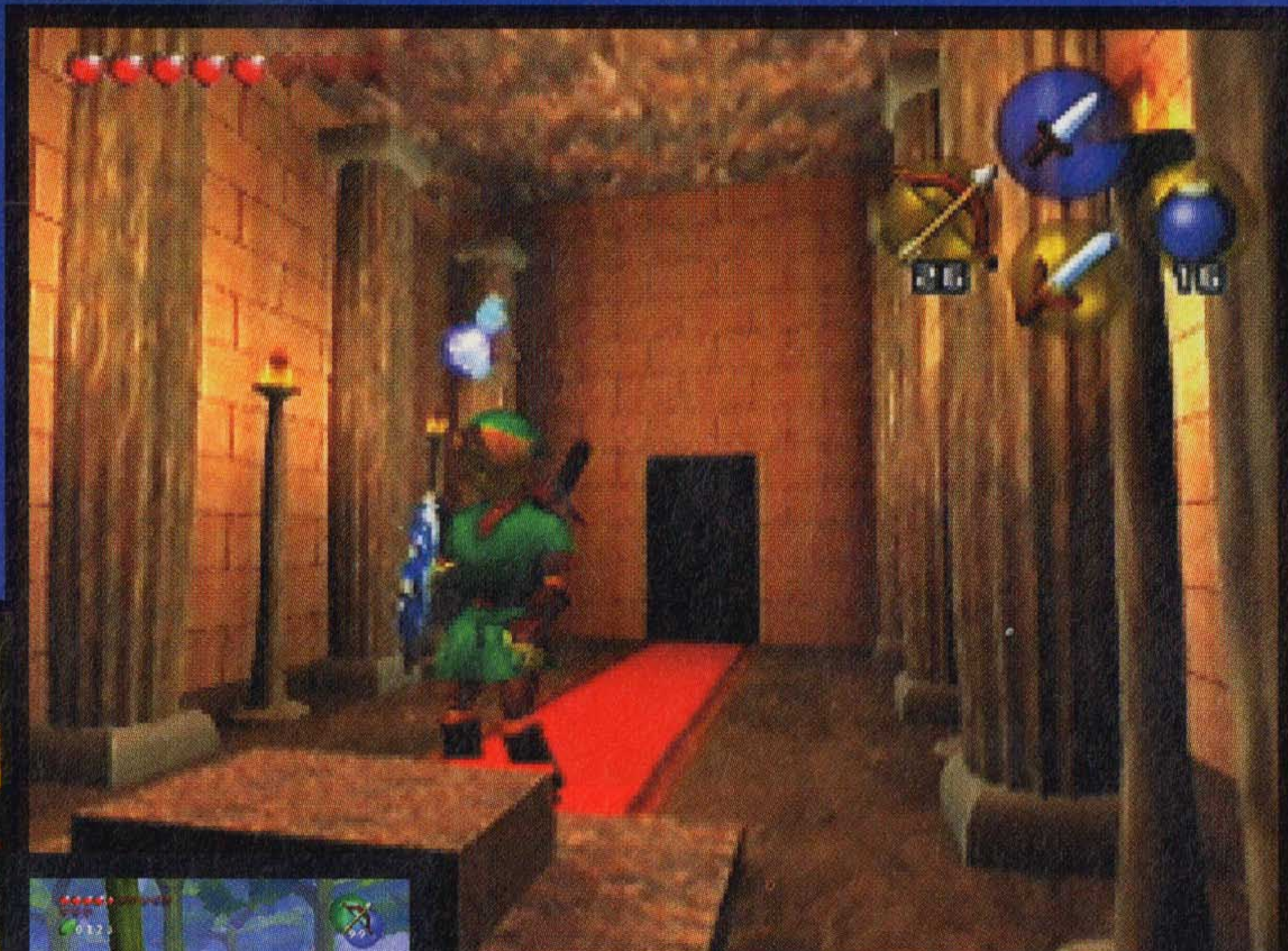
REGULARS

GIANT GUIDE TO THE BIGGEST GAME OF 1998!

'The Ocarina of Time'? Not the catchiest of titles, but that's how *Zelda 64* will now be known in Japan. Trust us: it'll mean a lot more to the Japanese. A name-change before the game reaches the West is likely. Since you ask, though, an ocarina is a sort of cross between a harmonica and a flute, made out of clay, and the particular instrument in question will be used by Link, the game's hero once again, to travel back and forth through time in pursuit of the evil Gannon. But more of that later.

Along with the 64DD, *Zelda* will be the star of this year's Nintendo Space World '97 show in Tokyo. It's the most important game for Nintendo since *Super Mario 64*, especially in Japan where they need an RPG to combat *Final Fantasy VII* on the PlayStation. And luckily for them – and us – the N64 version of *Zelda* is shaping up to be the most spectacular role-playing adventure ever committed to silicon. With an enormous playing area, dazzling graphics and an imaginative storyline it's the N64 game Nintendo fans across the world are awaiting the most eagerly.

And, once we're back from Space World, we'll be able to bring you a hands-on report about it in the next issue of **N64** Magazine. In the meantime, however, sit back and take in the *Zelda* Experience…



The 3D graphics will be a huge advance over 2D Zelda games of old. Look at those columns, eh?

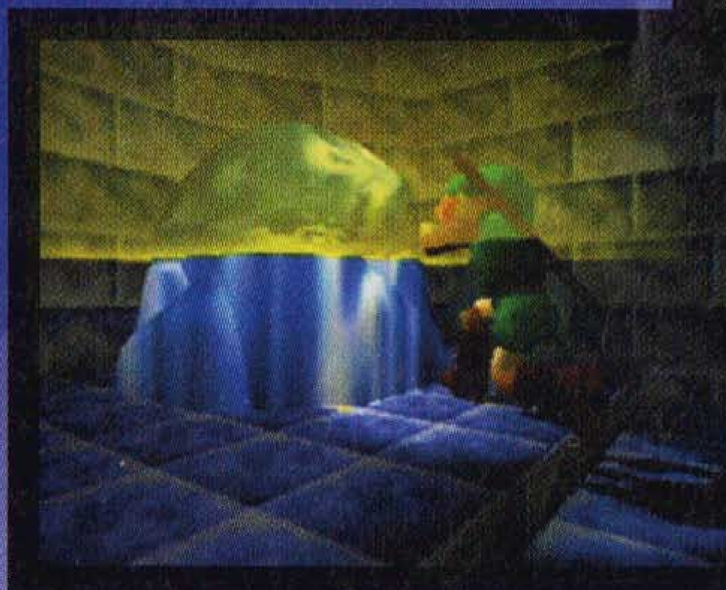
The combat in Zelda promises to be spectacular, with complex weaponry and violent clashes.

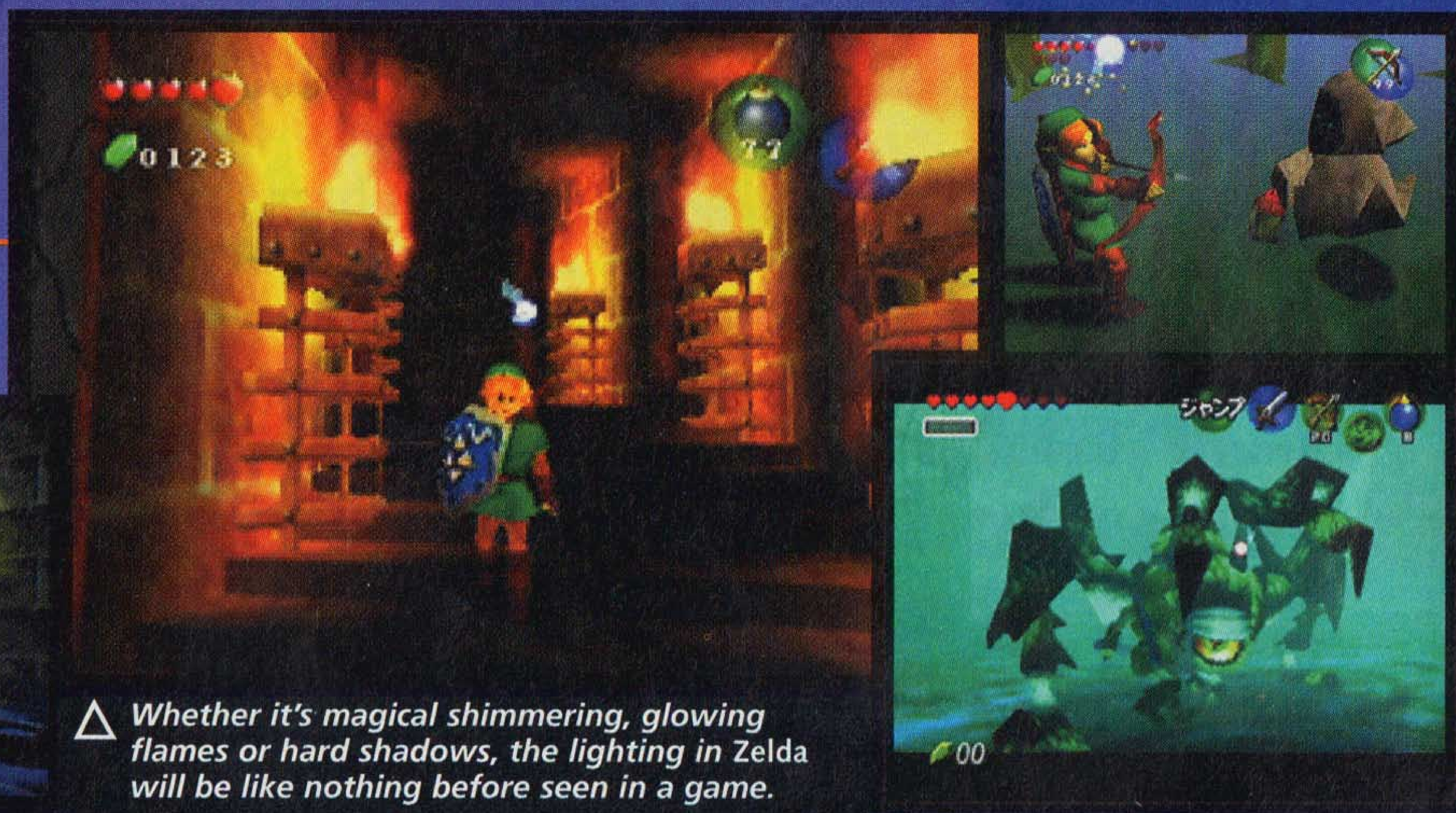
THE LEGEND OF ZELDA THE OCARINA

Lights...

The N64 has managed some pretty spectacular graphics in games like *Lylat Wars* and *GoldenEye 007*, but it's still got plenty of tricks up its sleeve.

One thing we haven't seen much of yet is real-time lighting, and the screen-shots of Zelda we've seen so far suggest the game will positively ooze spooky glows, dancing shadows and flickery flames. Link himself casts a shadow onto the ground, for example, along with all the other characters. Wall-mounted torches throw pools of light onto the brickwork. Hearths are surrounded by a rosy shine. And pools of lava glow menacingly. All this points towards a game rich in atmosphere, and a departure from *Mario 64*'s cartoony look.





Whether it's magical shimmering, glowing flames or hard shadows, the lighting in Zelda will be like nothing before seen in a game.

Camera...

When *Mario 64* was first shown to the world, one of its most revolutionary aspects was the camera system Shigeru Miyamoto came up with to give you the best possible view of the action at all times.

There'd been 3D games before *Mario*, of course, but none had ever come up with a completely satisfactory way of avoiding the pitfalls (quite literally, really) of having the player moving in three dimensions. *Mario*'s Lakitu-Cam allows the experienced player to swing the view around so it's always just where he wants it. And Miyamoto is promising similar advances for *Zelda*, with a camera that's partly player-controllable and partly automatic, zooming in above Link's shoulder when you want him to use a weapon, shooting skywards to give a bird's-eye view when exploring rooms, or closing the screen down to letterbox format for some action scenes. "You'll see from it how 3D games will evolve in the future," said Miyamoto-san a little while back.

◁ Tricky jumping bits see the camera zoomed out to let you judge gaps.

There's a from-above view in rooms, like old Zelda games. ▽

△ The N64 will probably take over the controls for cut-scenes, à la Lylat Wars.

▷ It'll be interesting to see how the C-buttons are used for views.

OF TIME

a time-travelling triforce creates a link to the future

The Legend Of Zelda: The Ocarina Of Time	
NINTENDO	
Early 1998	1
US/UK release TBA	

GO! GO! ▷

Action...

The pictures of *Zelda* that've made it out of Nintendo HQ so far show a game bursting with exciting battles, exotic locations and mystical powers.

Fight monsters!

Previous *Zelda* games have had baddies to fight, but Link's never been able to do much more than swish his sword and loose off a few arrows. The battle scenes in the N64's *Zelda*, however, look absolutely spectacular. They take place in real-time 3D, and careful scrutiny of the screenshots reveals Link to be equipped with quite an arsenal of goodies, including an axe and a stash of bombs, as well as a defensive shield. And he'll need them as he's assailed by skeletons, floating monks, golden knights, red jellyfish, lizardmen and a giant underwater spider. The screenshots also show exciting sword-clashes, explosions, swishes and oofs – and, if we're not mistaken, drops of blood!

These green things may want to be friends, but probably not.

Is that blood splattering from Link's sword? In a Nintendo game? Surely not.

This could almost be a still from 'The Lost World', don't you think?

One for trivia buffs to remember: Link appears to be left-handed. (Has he always been?)

There are flying baddies to deal with too, look. You couldn't have done that in the old 2D days.

Look! Here it is! We've found it already! Or is this an R2D2-style projection?

The Triforce symbol is oft repeated.

Save the world!

The Triforce (symbolised by the triple-triangle motif that abounds throughout *Zelda* games) is in jeopardy. Gannon is planning to steal it and, if he manages to find the three sacred stones which, when fitted into the ocarina, disclose its location, he'll manage it and plunge the land of Hyrule into chaos. Link is obviously the man to put a stop to this, and so, after being given advice by the (ahem) Fairy Tree, a wise man and Zelda, he sets off to track down the stones and recover the Triforce.

Here's the, erm, Fairy Tree, which is dying.

Travel through time!

The plot so far, then, isn't exactly groundbreaking. But there's more to it than that, which is where the ocarina comes in. Although Nintendo haven't said for sure, it seems to us that by blowing into the ocarina Link can somehow travel through time. We arrive at this conclusion because the screenshots betray the presence of two Links: Big Link and Little Link. Little Link, who's more like the cute, super-deformed character of *Zelda* games past, has certain weapons that only he can use, including a boomerang. Big Link, meanwhile, has a special trick that we'll get onto in a minute.

Befriend a, erm, fairy!

Constantly at Link's side – or hovering just above his right ear – will be a winged white glow called Navie, who is Link's guardian spirit. Navie will offer Link advice throughout the game and try to protect him from harm, glowing red when danger approaches.

Take a long, hard gander at the detail that's packed into here.

See graphics like you've never seen before!

In terms of variety, detail, special effects and atmosphere, *Zelda* looks better than any RPG we've ever seen – even when it's not moving. The landscape goes on for miles, with open plains fringed by mountains, misty forests and parched deserts. There are towns to wander around (although nothing's been seen of these since the early days), moist dungeons lit by flickering torches, underwater battles and sunsets over lakes. Link himself is the most detailed character we've ever seen in a game, making Lara Croft look like Morph. And the monsters are similarly intricate. Not to mention…

Now, at last it's possible to ride a 3D horse in a video game. Whinney!

Early pics showed Link and the horse separately.

But – look – he can actually hop onto it.

Ride a horse!

It is, admittedly, girls who tend to beg for horses for their birthdays. But most blokes secretly harbour a desire to ride Zorro-like through the night as well. So it's great news that *Zelda* will be the first game in ages – possibly since an old Capcom game called *Dynasty Wars* – to allow you to go charging around on a four-legged friend. As with everything in *Zelda*, your horse is a fully animated 3D animal that can canter about, rear up on its back legs and everything. And Link can clamber nimbly onto its back and hop off again in a fully animated fashion. You can even give it a name. A twist of the game's time-travelling nature, however, means that only Big Link can saddle him up.

Count the Megabits!

Zelda will be the biggest N64 game so far, arriving on a gargantuan 256 Mbit (32 Megabyte) cart. That's twice the size of the biggest N64 game so far, *Ganbare Goemon*, which is 128 Mbit. This increase in size – *Zelda* was originally going to be 128 Mbit too – can only be because the maniacal mind of Miyamoto has been busily cramming more and more into the game, expanding its world, packing it with monsters, and creating ever-more-spectacular special effects. But thanks to the recent reduction in the cost of manufacturing carts, Zelda shouldn't cost that much more than a smaller N64 game. A price of ¥7,800 (£40) is currently forecast for Japan, compared with the usual ¥6,800 (£35).

Look forward to the 64DD version!

While *The Ocarina of Time* will be the first *Zelda* game for the N64, it certainly won't be the last. After the launch of their 64DD disc drive (still scheduled for March in Japan, and still no hint of a European release date) Nintendo are planning to release a completely different version of Zelda that'll run off a 64 Megabyte disc and exploit the extra facilities that the DD makes available. This second *Zelda* game, say Nintendo, will be a more exploration-orientated affair, in contrast with the cart game's emphasis on action. It's also, we'd hazard, likely to use the disc's writable area to allow the world to evolve around you.

Wait a bit longer!

Although Nintendo hadn't made any announcement as we went to press, they're likely to reveal at Space World that *Zelda* won't now be released until late February. *Yoshi's Story*, after all, isn't now due in Japan until 21st December, and Nintendo would never release two such important games so close to each other. And Miyamoto does have a habit of trying to cram stuff into his games right up until the last minute.

This delay will inevitably have a knock-on effect on the UK version, which we'll now be lucky to see before the summer. But all the signs are that *Zelda* is going to be the most advanced, most enthralling and most downright enormous N64 game so far, so however long the wait it's likely to be worth it.

The what?

The ocarina. An ocarina is a hollow, fist-sized wind instrument, usually made from clay, that sounds a bit like a flute. Ocarinas have been around for centuries, but the name was first used in the mid-1800s in Italy. During World War II, American soldiers were issued with ocarinas to boost morale. You can hear an ocarina break during 'California Dreamin' by The Mamas and the Papas, and also in 'Wild Thing' by the Troggs. And the theme from 'The Good, the Bad and the Ugly' is played on an ocarina.

Here Link's pointing out the Ocarina, but doesn't look too happy about it. Maybe a tune would boost his morale.

TO BE CONTINUED…

We'll be playing *Zelda* at the Space World show in Tokyo, if we can muscle through the queues, and we'll bring you a full report on it, and everything else that's there, in our special January issue on sale on New Year's Eve!

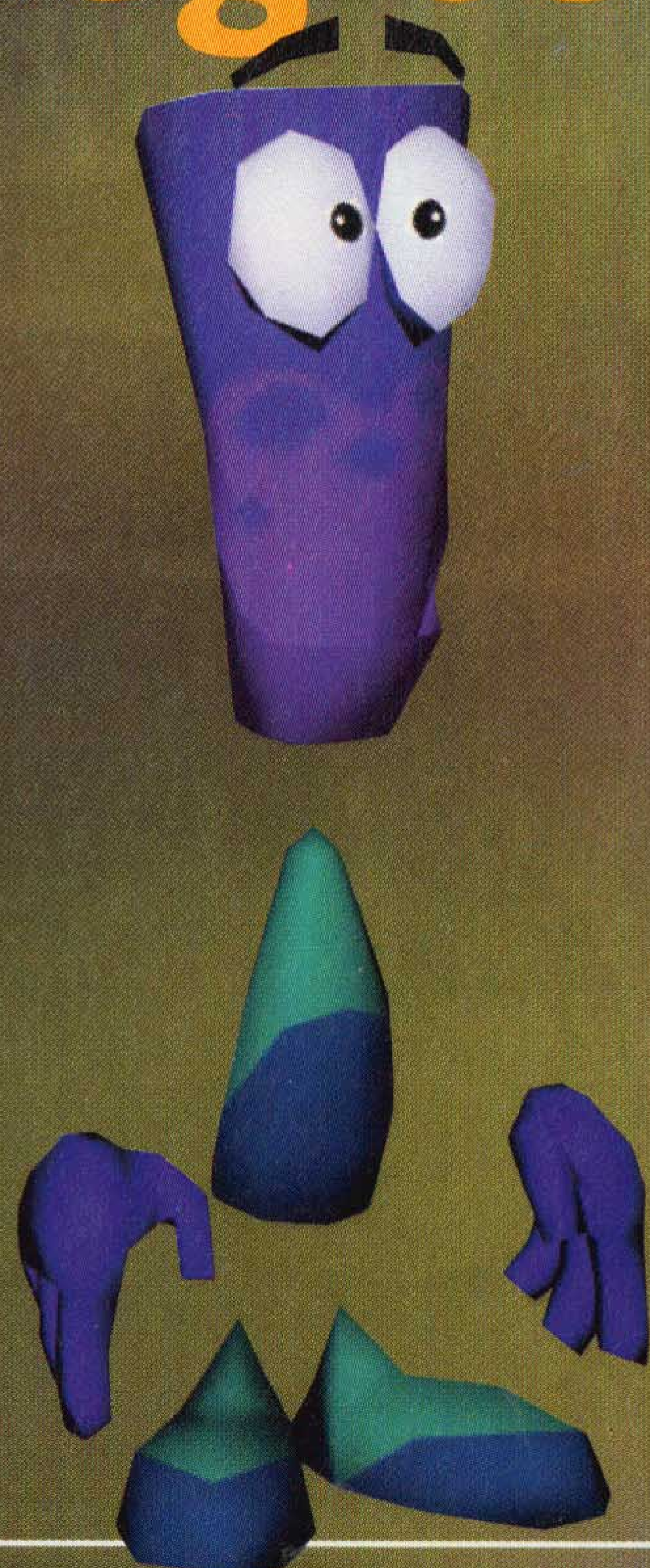
These are expensively generated PC pics.

We're not sure what he's holdin… A stick, yes. But what's it for?

TONIC TR

A game without a leg to stand on

Tonic Trouble	
UBI SOFT	
May	1
Worldwide release: May	



We'll stress right away that the pictures of *Tonic Trouble* you see here were generated on a multi-thousand-pound PC with a 3DFX graphics accelerator card. But, amazingly, Ubi Soft's 3D platformer shouldn't look significantly inferior when it's been converted to run on the twentieth-of-the-price Nintendo 64.

And that's heartening news, because *Tonic Trouble* is one of the loveliest-looking games we've seen in our lives. Ubi Soft are ploughing tractor-loads of effort into the graphics, creating a cast of around 40 characters who not only move about pleasingly, but also have altering facial expressions. Depending on how exactly this works, *Tonic Trouble* will be either a charming foray into a world of delightful characters or INCREDIBLY DISTURBING.

There's no question, however, that *Tonic Trouble*'s name is a bit odd. It's explained at least partly, however, by the revelation that Ed (*Yes?* – Ed), the character you play, is responsible for creating an environmental catastrophe by dropping a canister of toxic chemicals from Earth Orbit. The canister has fallen into the hands of Grogh the Hellish, who is using its contents to genetically alter Earth's inhabitants. Ed (*Hello?* – Ed) has resolved to make amends by rescuing the can, but in doing so he'll have to contend with horrors like killer vegetables, upside-down pyramids and baddies who fly using helium. These, we'd imagine, will be scattered in tricky places on platforms and things. Oh, and none of them seem to have arms or legs.

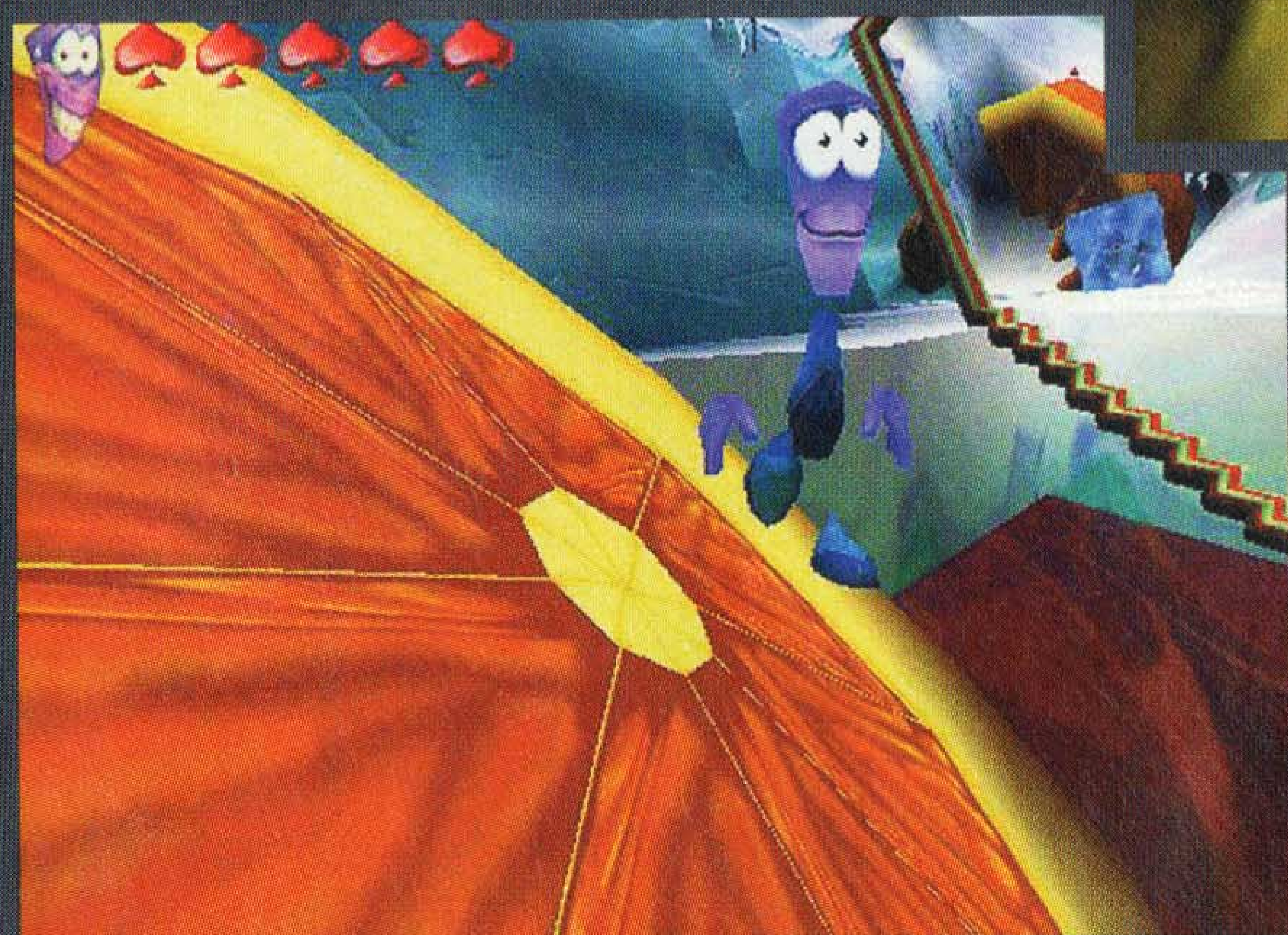
Then there are the 40-ish characters, who include a mummy (of the bandaged variety, we'd imagine), an injured mammoth with a pilot's licence and someone who thinks he's Napoleon. And, what's more, Ubi Soft reckon they "display advanced interactive conduct". Good stuff.

Ed (*Look, what is it?* – Ed) himself doesn't look like the most endearing fellow, with his crazed eyes and lolling tongue, but in video game terms he's unusually versatile. As well as all the usual running, jumping and swimming he'll be able to climb ropes and pull and push objects, opening up a world of intriguing puzzle opportunities. And Ubi Soft claim he'll also be able to wear disguises, which can't be bad.

Furthermore, eagle-eyed gamers might also spot a cameo appearance by Rayman, star of Ubi Soft's last crack at a platform game. Now, *Rayman* wasn't a bad game at all, leading the herd of other console platformers and not slowing down for the sick and elderly. So if Ubi Soft can bring all of that game's inventiveness and wit into *Tonic Trouble*, and do all the stuff with clever animation and interactive conduct, and keep that French tendency to be weird under control, *Tonic Trouble* should be a good reason to look forward to next May (which is when it'll probably be out).

Not much adventuring to be done here. But he looks like he's just spotted something exciting off-stage.

Ed (Eh? – Ed) keeps on smiling no matter how steeply the terrain is inclined.



Lovely, eh? But if the actual game ends up looking like this we'll cough up all our Christmas pudding.

OUBLE

Looks like trouble

Here're the four characters (out of the 40) we like the look of best.

The Storyteller

This chap looks a bit like Wil. Any stories that need telling in the game will be taken care of by him.

The Knight

In common with all the other characters, this medieval warrior has no arms or legs.

The Nut

Tim wants to get a pair of dungarees like this, but we won't let him. They'd make his bum look big too.

Death

Maybe Ubi Soft's artists can't draw arms. Or legs. They can certainly draw skeletal Grim Reapers, though.

TO BE CONTINUED... Expect regular *Tonic Trouble* updates in **N64** Magazine over the months to come.

EXCLUSIVE FIRST LOOK AT ACCLAIM'S FANTASTIC NEW FUTURE SHOOTER

FORSA

Despite what's been said up till now, *Forsaken* on the N64 is not being developed by Probe. Instead, it's being done in sunny Stockton-on-Tees by Iguana UK, the development team behind the will-it-or-won't-it? *Shadowman*. More significantly, however, while Probe are developing the PC and subsequent PlayStation conversion under close Acclaim-style scrutiny, Iguana have been left very much to their own devices.

The benefits of this are obvious. Firstly, it means that the N64 won't get a direct PC port like the PlayStation. (A process which gave us the ropey old *Hexen*.) And also, the fact that Iguana have been left to do their own thing means *Forsaken* in 64-bit will be quite different from the other formats. Which, pleasingly, should make for some green-tinged jealousy in both the PC and PlayStation camps.

Of course, the basics will be the same for *all* versions. The story concerns a post-experiment-gone-wrong Planet Earth where scavengers and mercenaries – you being one of them – search furiously for any valuable resources left over after a token Sinister Company, the High Senators of the Imperial Theocracy (nice), have cleared everything out. (And set up cunningly-placed gun placements in the process.)

In-game, this translates into *Tunnel B1* with knobs on. Huge, dangerous, labyrinthine levels – ranging from underground mining shafts to snow-filled arctic mazes – are where you set about collecting up as much refused loot as possible. But you have opponents – both in one-player and the four-player split-screen mode – all astride suitably futuristic hover-bikes and, like *Turok*'s baddies, positively weighed down with eye-blindingly bright, super-powerful weapons.

However, while *Forsaken* on the N64 possesses the same basic ideas as its Probe-developed counterparts, its structure is actually radically different. Indeed, its unravelling adventure is one of the cleverest you'll have witnessed for a while.

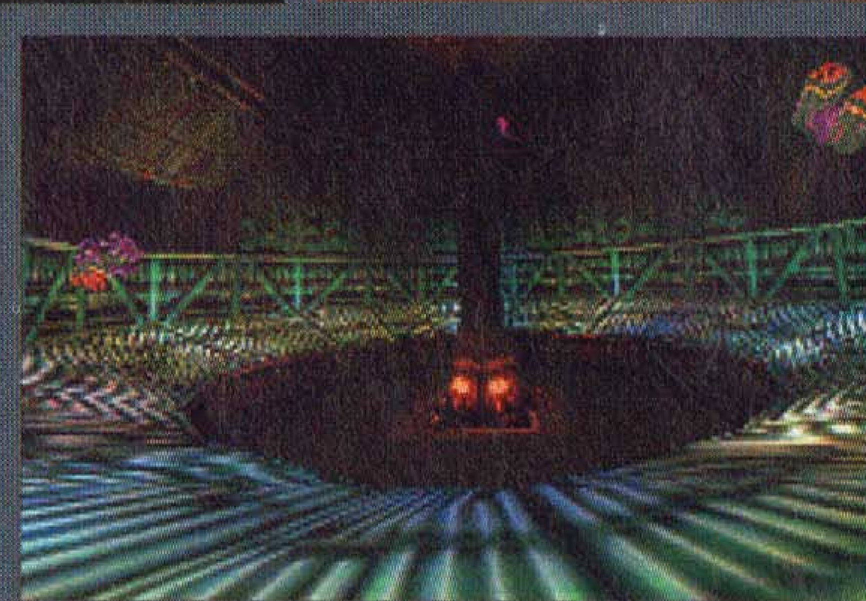
According to Iguana, the game is so intelligent it can straight away tell how good a player you are and adjust the level design accordingly. So if you're struggling to come to terms with the very first sections, it'll send you on an easier route, with fewer enemies. If you immediately take to the challenge, you'll be sent via a harder route. *And* the routes never converge or, at least, not for long. Which means if two *Forsaken* players are comparing their progress through level one, they might not have seen *anything* the other has. The idea, if it works, is plainly astounding.

There are also a number of other, if not unique, then certainly very interesting inclusions. One is the Missile Cam which switches the viewpoint, once you've fired a missile, into a position inside the projectile. This feature was included in *Shadows of the Empire* admittedly, but at that time it wasn't done particularly well. In *Forsaken*, it'll provide a vital opportunity to tell who exactly you've taken out of the game as there'll be a bevy of opponents all bustling for position in compact areas.

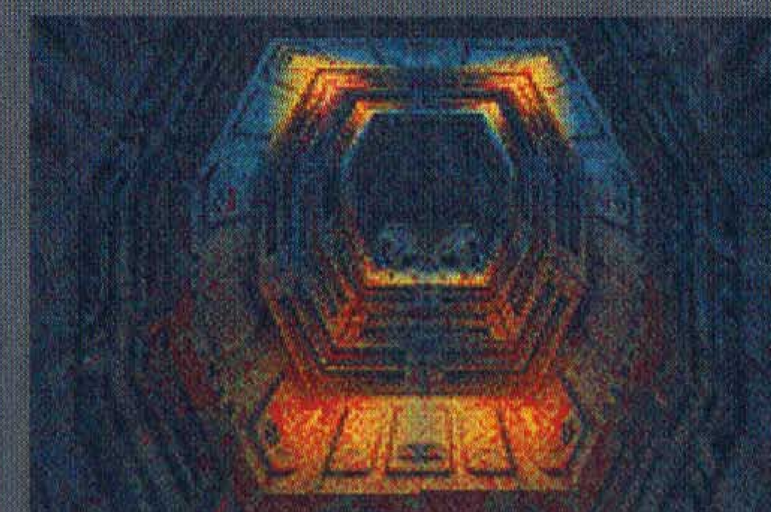
The game will also include real-time lighting effects – so flares, for example, can light up darkened corridors ahead – and full, 360° movement as well as traditional shoot-'em-additions such as strafing and scenery interaction. And the four-player mode will provide a terrific alternative to the PC's enviable network options. *Forsaken* also looks absolutely magnificent even without 130 quid's worth of 3DFX card.

So, another potential smash-hit for Acclaim? Very possibly. It certainly has all the makings of a fabulous shoot-'em-up. Be sure, we'll be keeping you updated…

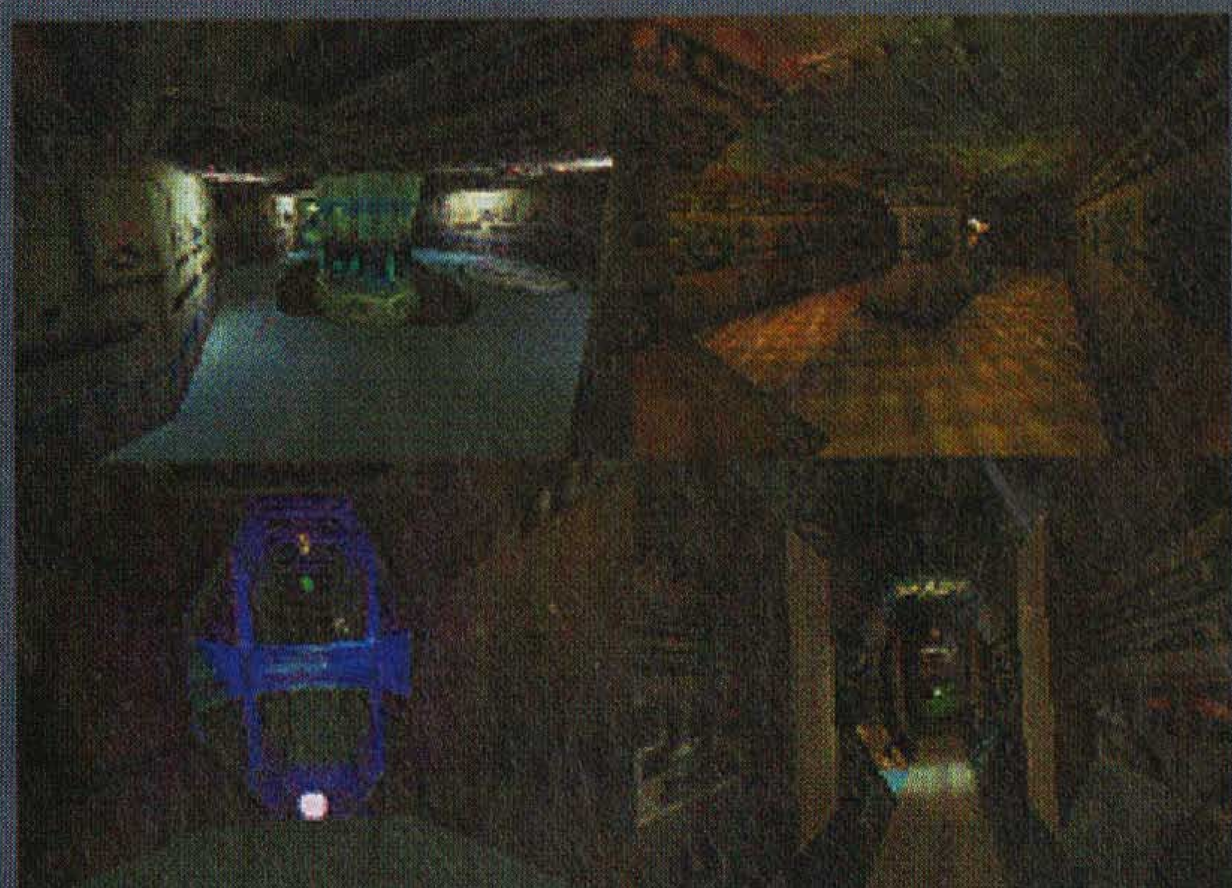
The controls for Forsaken appeared quite unique when we played it at ECTS.



The central core of one of the 15 levels. But the bikes are about to break the silence.



Tunnels provide some nice sweat-addled tension.



Four players can take to Forsaken with lasers in tow...

Spectacular visuals are likely to be the central focus of Forsaken. Certainly, it's already looking amazing.

Plenty of violence is assured, as your weapons get better and better. This vehicle is one of the police cars that scout around the levels seeking out scavengers.

Things are a little more sedate, here. The puzzles and challenges in Forsaken are still a little unclear but the whole thing sounds fantastic.

GUNNING FOR GORY

Forsaken features a wealth of heavy-duty weaponry. Here then are some of the mayhem-makers you can expect to look forward to...

Pulsar: Standard weapon, attached to all 15, ahem, pioncycles.
Transpulse Cannon: All-encompassing, complete corridor-clearing, wavey-shaped pulsars.
Pyrolite Rifle: A tasty combination of plasma gas and petrol. A bit like Bonfire Night you'll find.
Beam Laser: Three separate pulsars that join together for that extra bit of bite.
Trojax: A super-lovely cannon that fires out two plasma spheres.
Suss Gun: A sort of smart bomb in the form of a series of projectiles. Very good for crowds.
MUG Missile: Super-fast, devastatingly powerful rockets.
Assassin: Homing missiles. Mmm.
Scatter Missiles: Deprives all enemies of their weapons.
Gravgon Missile: Distorts gravity, drawing all lose matter towards its exploding centre.
Spider Mine: Bouncing mines.
Pine Mine: A spherical missile launcher. Tastily accurate.

Forsaken		
ACCLAIM		
UK	March '98	1-4
Worldwide	March '98	

KEN
death race 2000

TO BE CONTINUED... For pretty's sake! Erm, *Forsaken* is due out in April. Or May. Before the PC version anyway.

PLANET 64

NINTENDO 64 NEWS CENTRE

NINTENDO SPACE WORLD '97 PREVIEW

Space up

Taking place between November 21st and 23rd, Nintendo Space World is the biggest Nintendo show in the world.

Nintendo Space World is the most important event on the N64 calendar, and it was due to open in Tokyo just as N64 Magazine went to press. It's essential that the show's a success for Nintendo, who desperately need to boost their image in their home territory. And, while they were keeping some of the juiciest exhibits close to their chests, we've managed to assemble a pretty accurate outline of the main things Japanese Nintendo fans can look forward to.

The show is organised annually by Nintendo themselves to show off their games without interference from other manufacturers, and it's the only Japanese show Nintendo attend – they leave occasions such as the biannual Tokyo Game Show for the likes of Sony and Sega to squabble over. So you'd rightly expect Nintendo's own games to be the stars of the show.

And, indeed, it's the 64DD that's likely to be the centre of attraction. The only time Nintendo's disc drive has previously been shown in public was at last year's Shoshinkai (as Space World has previously been known). Then it was in prototype form, running a standard version of *Super Mario 64* from a disc instead of a cart. The version of 64DD on display at this year's show ought to be nearly complete (it's due out in Japan in March, after all).

And we should get our first glimpse of the 64DD's launch games as well. *Pocket Monster 64*, *Mario Artist*, *Sim City 64* and *Mother 3* should get an airing, and many other publishers are likely to announce their plans for the DD as well.

But many people will view Space World primarily as their first chance to get their hands on the cart version of *Zelda 64*, which is now due to appear in Japan sometime after Christmas – late February, probably – and is now known as *The Legend of Zelda: The Ocarina of Time*. (Study our Future Look on pages 6-9 if you're not sure what an ocarina is.) All that's been seen of *Zelda* so far, aside from static pictures, is the snatch of video footage seen at last year's show. But a lot's happened to the game over the last year. Reams of questions need answering: How does the camera work? (Miyamoto is promising just as radical an advance as *Mario* was.) How far has Nintendo graphics technology progressed since *Mario* and *Starfox*? What's the music like? What's it like controlling a horse with the analogue joystick?

We'll be able to answer all these questions and bring you full details of the 64DD and everything else on display at Nintendo Space World in the next issue, after we've got back from Tokyo. In fact, we'll be bringing you the best coverage of Nintendo Space World '97 you'll find anywhere. So do not miss January's **N64** Magazine!

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RPG FANS...

...listen up! Especially if you've been pining the disappearance of Squaresoft from the Nintendo scene. A group of American ex-Square employees have set up a games publishing company in the US called Crave Entertainment and are working on four N64 games, at least one of which is an RPG. Square's RPGs have always been written in Japan, of course, with the American branch just helping out with the graphics and doing the translations, but hopefully the experience they've picked up along the way will stand Crave in good stead.

△ *FF VII on the N64 would be lovely – but won't happen.*

CONCERNED PARENTS

Nintendo are sponsoring this year's edition of The Parents' Guide to Computer and Video Games, a leaflet that'll be available in most games retailers. The leaflet is a complete guide to the parentally baffling world of games, and covers the ratings system that's displayed on games packaging as well as answering concerns about violence in games and game-triggered epilepsy. "Playing games is very much part of modern life," says Nintendo's Rob Borland, "and although the benefits have already been well documented, there are still some people we need to get the message across to."

your life

◁ *Nintendo boss Hiroshi Yamauchi will speak on the future of the N64.*

△ *The stars of the show will be* The Legend of Zelda: The Ocarina of Time *and the much-anticipated 64DD. Nintendo need both to succeed to regain power in Japan.*

TEAM 64 PREDICTIONS

Given how important Space World is for Nintendo's image in Japan, you can expect them to pull some major surprises out of their sleeves. Here are **N64** *Magazine's highly educated guesses as to what these might be...*

JONATHAN
"My money's on some kind of 64DD-related shock. They'll announce it'll only cost ¥10,000 (about £50), probably, and it'll come with a free game. They need to do something drastic to win back the Japanese public, and I'm confident that'll be it. Oh yes."

WIL
"I reckon they'll announce that players of *Pocket Monsters 64* will be able to download data from their Game Boy monsters. That way they'll ensure a huge take-up for the 64DD, seeing as how the Game Boy version is so hugely popular."

JAMES
"I'll undoubtedly get horribly lost in Tokyo, and ejected from one of those taxis with automatically opening doors for not having enough yen for the fare."

TIM
"I'll eat my hat if they don't have a playable version of *F-Zero X* on display. Miyamoto has recently seemed unsure of whether they'd have the game's sound ready for Space World, and Nintendo don't like showing games without sound. But I think they'll pull something out of the bag at the last minute."

ANDREA
"I think – or hope, at least – they'll announce *Mario Kart 64 2*. It'll have Magikoopa and Koopa Trooper in it, and correct all the flaws of the first game. The battle arenas will be great, and the one-player game will be even better than *Diddy Kong Racing*."

PAUL
"I hope they don't announce *Mario Kart 64 2*. It's bad enough as it is never winning the first one."

JES
"Nintendo will have at least one – and possibly two – new 'Paks' on display. They're definitely meant to be doing a special one for *Pocket Monsters 64*. Some people have said it'll be a microphone for speech recognition, but Nintendo have denied this. And the other one? Some sort of light gun? There are meant to be gun-compatible games in development..."

ZY
"I've a feeling they'll give us our first look at *Super Mario 64 2*. Nintendo have just begun to talk about it, and they wouldn't be doing that unless it was well on the way. Maybe it'll only be a screenshot, but I've got this tell-tale twitching in my left eyebrow. You'll see."

THE GAMES TO WATCH OUT FOR

Just before the show, Nintendo released a list of the games that'll definitely be on display at Nintendo Space World '98. They say that more titles will be revealed during the show – including, we'll be bound, the first 64DD games – so be sure to secure yourself a copy of our next issue for full details.

- **Aero Gauge** (ASCII)
- **Augusta Masters 98** (T&E Soft)
- **Banjo-Kazooie** (Nintendo)
- **Chameleon Twist** (JSS)
- **Denryu Iraira Bou** (Hudson)
- **Diddy Kong Racing** (Nintendo)
- **Dual Heroes** (Hudson)
- **F-Zero X** (Nintendo)
- **Famista 64** (Namco)
- **Fighters Destiny** (Imagineer)
- **Flying Dragon Fist Twin** (Culture Brain)
- **G.A.S.P!! Fighters' NEXTream** (Konami)
- **Hexen** (Game Bank)
- **Holy Magic Century** (Imagineer)
- **Lamborghini 64** (Taito)
- **Morita Shogi 64** (Seta)
- **Nagano Winter Olympics** (Konami)
- **NBA Basketball** (Nintendo)
- **NBA In The Zone '98** (Konami)
- **Pro Baseball King 2** (Imagineer)
- **Pro Mah Jong 64** (Athena)
- **Rev Limit** (Seta)
- **Sim City 2000** (Imagineer)
- **Snow Speeder** (Imagineer)
- **Snowboarding** (Nintendo)
- **Snowbow Kids** (Atlus)
- **Sonic Wings Assault** (Video Sys.)
- **Super Robot Spirits** (Banpresto)
- **Tamagotchi 64** (Bandai)
- **Tokon Road** (Hudson)
- **Top Gear Rally** (Kemco)
- **Virtual Pro Wrestling 64** (Asmik)
- **Wayne Gretzky's 3D Hockey** (Game Bank)
- **Wild Choppers** (Seta)
- **Yoshi's Story** (Nintendo)
- **The Legend of Zelda: The Ocarina of Time** (Nintendo)
- **64 Detective Team** (Imagineer)
- **64 Oozumo** (Bottom Up)

GO! GO! ▷

ROLLING IN IT

The first half of 1997 was another bumper period for Nintendo in Japan. In the months up to the beginning of September, the ace developers clocked up a heftily rotund $397 million, a 63.5% rise on the final figures for the same period in 1996. *And* they expect another weighty gain when their full year profits roll in at the beginning of next year.

(Eye-wateringly, figures of $928 million were being bandied about.)

Rather than the N64, however, surprisingly it's the Game Boy's continued success in Japan that's been the main reason for their money-related achievements, especially through the astronomical performance of *Pocket Monsters*, a title that's now shifted a staggering 6.94 million copies.

The N64, meanwhile, has been limping along in Japan, whupped to within an inch of its life by the PlayStation. Only 430,000 machines were bought during the half year period, totalling nearly five million in full. The PSX was touching nine million a few weeks ago.

Still, it's a marathon, not a sprint, and America and Europe, thankfully, are still lapping the little grey wonderbox up.

SAY CHEESE

Cheesiest Photograph of the Month award goes to Comet, for this picture of Douglas James (Pierce Brosnan's stunt man, apparently), someone who looks a bit like Jaws and a couple of unnamed young ladies standing in the Game Zone department of a Comet shop. It's all to do with the splendid *GoldenEye 007*, according to the caption on the back.

New Goods

Overflow from our 'Accessorise' feature on page 84.

MAKOPAD
InterAct • 01204 862026 • £25

Arriving just too late to be included in our giant guide to accessories that begins on page 84, InterAct's inexcusably weirdly named MakoPad would've been in with a good chance of picking up some sort of award. It's a see-through version of the Super Pad 64, one of our faves, and boasts exactly the same sensible configuration (allowing you to reach both shoulder buttons, the Z-trigger and the joystick at the same time), the same smooth and precise joystick and the same easy-to-reach C-buttons. The inclusion of slow motion and autofire buttons, which we still fail to see the point of, counts against it in our eyes, but given that it's still a fiver less than Nintendo's own pad you can't really complain. We'd go for the standard, a-tenner-less-still Super Pad 64, although we like this too. Oh, and, interestingly, the MakoPad is the first third-party controller to have been awarded a Nintendo endorsement, and as such comes in official-looking packing with a 'Seal of Quality' logo on the back.

84%

SUPERPAD
InterAct • 01204 862026 • £25

The SuperPad isn't to be confused with the Super Pad 64. What are InterAct up to? Have they run out of joypad names already? If so, here're a few: 64 Pad, Rad Pad (that's Tim's), Piranha Pad, Bachelor Pad (James's), Shoulder Pad (Tim's again)... er, maybe SuperPad is fine. The SuperPad, then, is a perfectly respectable piece of equipment, but it's hard to see why it should cost £25. Normally that'd get you autofire and slow motion buttons at the very least, but not in this case. What you do get is a solidly constructed controller that's the same shape as the highly popular SharkPad and features the same nifty joystick and responsive buttons. But the coloured plastic is somehow tackier than the SharkPad's see-through material, in any of the available five hues. Save a fiver and get a Super Pad 64 (without the space), we should. They're great.

72%

Nintendo talk Super Mario 64 2!

Miyamoto, pre-Space World, reveals a little about 1998's greatest sequel...

Prior to unleashing his latest two creations – *Yoshi's Story* and *Zelda 64* (plus, perhaps, *F-Zero X*) – onto the world at the so-near-you-can-smell-it Space World show on 21st November, Nintendo's chief development brain, Shigeru Miyamoto, provided a fascinating first glimpse into the biggest follow-up of all time, *Super Mario 64 2*.

Speaking to Japanese gaming bible Famitsu, Miyamoto said: "We want to use the 64DD's writable feature effectively, and now have Luigi moving around in the game. But I haven't thought about two-player simultaneous play with Mario and Luigi yet. After we finish the main system, then we'll think about that aspect. We have enough processing power, though, so we can do it when we want to do it."

Luscious proof, then, that Luigi is definitely going to be in the sequel. Sadly, Miyamoto would say no more about the other half of the Mario family except that, "I wonder how many Luigi fans are out there?" Quite a few, we'd wager. Well, more than there are Kabuki Jo fans anyway.

Also, Motes expanded on last month's confirmation that Nintendo had a new snowboarding game in the pipeline. "This will be a great game", he said. "Its concept is essentially that it's a winter version of *Wave Race*, but it will be so highly detailed that there can't be a four-player mode. There will be two-player racing, though. This is also a seasonal game. So if we miss this winter, perhaps we'll delay it until next winter".

And with Miyamoto suggesting Nintendo have a total of around 30 games in development (most of which will debut on the 64DD), it's an exciting time indeed to be an N64 owner...

It's official! Mario's green-garbed bro will be in Super Mario 64 2! And Nintendo are investigating two-player simultaneous action!

ADVENTURERS WANTED

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elephant tusk impact

dinosaur slime

lava burn

temporary repair

tiger scratch

pterodactyl droppings

propeller scrape

palm tree abrasion

dragon spit

monkey brains

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WIN! DUKE HIMSELF

We were alarmed this month to open a large jiffy bag and have Duke Nukem jump out at us, MP-5s at the ready. Luckily he turned out to in fact be a *Duke Nukem* action figure, and not the real Duke at all, but he's still pretty scary. He comes with two machine guns (which he can hold simultaneously, natch), a blood-stained dagger and an enormous Devastator. And, according to the packaging, he has "13 points of awesome alien butt-kicking articulation". We like him very much, but he unnerves us with his excessive weaponry and sunglasses, so we've decided that the best thing to do would be to give him away to an **N64** Magazine reader. If you fancy sharing your life with this fully posable poser, then, send a postcard with the name of the Archduke whose assasination sparked off World War I and your name and address on it to: Now Duke Here Compo, **N64** Magazine, 29 Monmouth Street, Bath BA1 2DL by Monday, January 5th, 1998.

Mario Artist times four

Not *Mario Artist* but, in fact, *Mario Artists*...

Japanese magazine The 64 Dream has been chatting to Nintendo of Japan's chief publicist, Yoshio Hongo. And he was a paint palette full of enlightenment. No sooner had Miyamoto talked of his plans for the N64's first paint package, *Mario Artist* – and its appearance on the dribble-inducing 64DD – than Hongo-san was confirming there are at least three other paint-type games in development behind the super-secret walls of Nintendo HQ.

Asked whether there were any other titles being worked on of a similar ilk to *Mario Artist*, Hongo stated: "We are working on about four titles. There's one that's similar to *Mario Artist* and there's a 3D title in which you can use polygons. You can create characters that could have your face texture-mapped onto them. I think these three titles will be shown at the exhibition." The exhibition, of course, being Nintendo's own Space World.

Additionally, Hongo revealed that Nintendo are investigating development of an N64 mouse and a tie-in printer. However, the printer would be expensive and the mouse, probably to be part of a package with the *Mario Artist* game, still apparently needs some work. Some interesting developments nonetheless, eh?

EB electronics boutique

The finalists!

We were getting a bit worried about the Electronics Boutique *Lylat Wars* Championship, as the first couple of weeks after we'd launched it saw just a pathetic trickle of entries. Little did we realise that in homes across Europe, *Lylat Wars* players were honing their scores right up until the last minute. And then, as the final minutes before the November 12th deadline ticked away, all hell broke loose. Hundreds of video tapes and photographs bombarded the **N64** Magazine office, forcing us to take shelter beneath our desks.

Much studying and collating of evidence later, we're able to name the four skilled players who are through to the final. In reverse order, they are:

- Gary Kerr of Darlington, who's managed a staggering 1971 hits.
- Gavin Cole of Washington, with a 2000-barrier-shattering 2009 hits.
- Jonathan Cole of Washington as well, curiously, with an even-better 2028 hits.
- And best of all, Patrick Wessels of Rotterdam in Holland, who's topped the list with a miraculous 2041 hits.

Well done to them all. We'll report back in the next issue on how the final goes, and print the names of the highest-scoring 100 entrants as well.

THE N64 BOARD

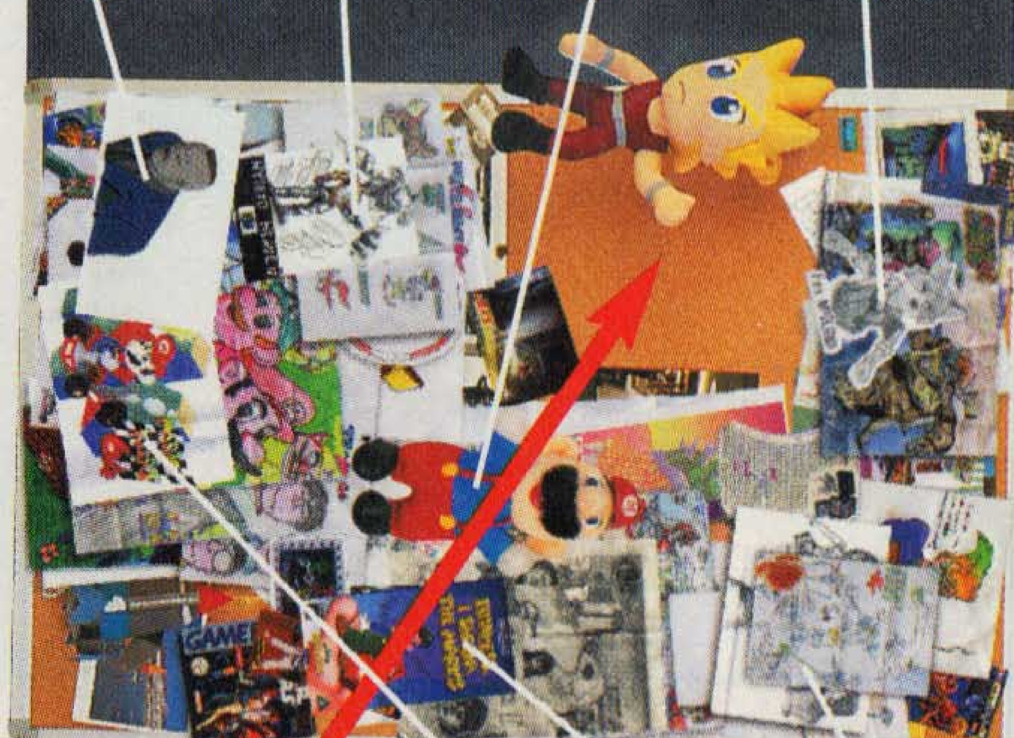
The N64 Magazine office isn't the prettiest of places, what with Wil, and carboard boxes full of *Lylat Wars* entries. Please send us things to decorate it.

Alex Lilley of South Shields sent us this pic of Fox McCloud looking heroic.

This cuddly Mario came courtesy of **André Tönnesen from Norway**. Andrea in particular likes him very much.

Getting in there first, **André Tönnesen from Norway** (again) has put together a smashing *Hybrid Heaven* composition.

Thanks must be offered to **Damian Whittle of Blackbrook**, who's sent us a genuine anime cell from Akira.

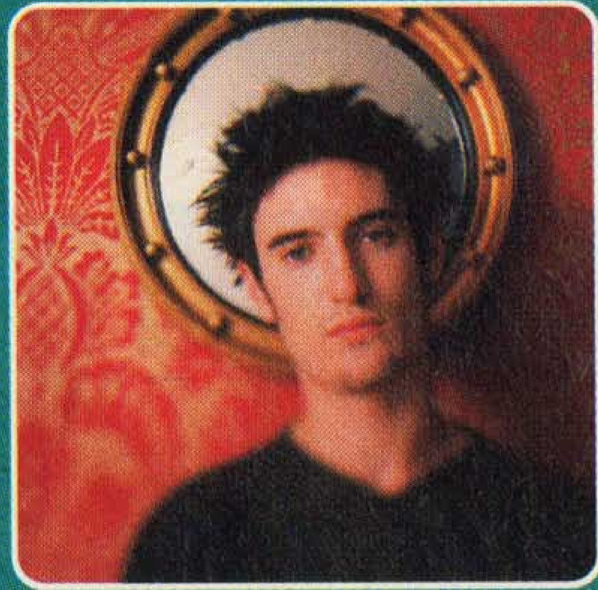


Clearly bored during a school lesson, **Kevin Eadie of Chester** has put together an action-packed scene from *Lylat Wars*.

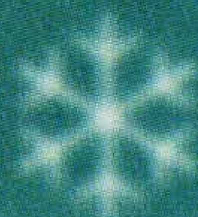
It's **André Tönnesen** again, this time with a video called 'Princess, I Shrunk the Marios', starring Mario and Luigi. Er, thank you.

Mario Kart pics don't come much more proficient than this, from **Paul André of Christchurch**. There's a 3D 'N' and everything.

Blank space that we can't seem to cover up. (Do you have anything that might fill it? Then send it without delay to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)



immaculate selection



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Updating you on the N64 games of the future

Merry Fi

It's not all peace on Earth as a posse of next-generation N64 beat-'em-ups lines up ready to teach a lesson to the sorry likes of *MK Trilogy*.

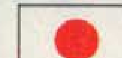
Art attack

Beat-'em-ups haven't exactly been the N64's strong point thus far. Too many house-shakingly low voice-overs, terribly named characters and not-quite-Namco-standard developers have ensured that. And when *G.A.S.P!!* – Konami's first proper beat-'em-up since *Turtles Tournament Fighter* – appeared at ECTS a couple of months back, it looked like things weren't about to get any better.

But, as it evolves, so *G.A.S.P!!* (we're sure it's a 'working title') is gradually being knocked into shape. And with these new screenshots – almost certainly from the newest version that'll be on show at Nintendo Space World – it's obvious it's forming into the scrapper to watch next year.

Certainly, the Create Character facility, its most original feature, means

G.A.S.P!! FIGHTERS' NEXTREAM

KONAMI	64M	1/2	 MARCH '98	SUMMER '98

it's had plenty of attention prior to the show. With trusty Controller Pak attached, players have the opportunity to adjust the look, get-up and fighting style of their own character as well as drawing their skills from a pool of attributes – perhaps in the style of *NBA Hangtime*, where if you drop, say, the reaction levels, you can up the speed with the difference. You can then save your character out and then use him or her to fight in the game proper.

Other features of note also promise to be the pavement-crackingly heavy wealth of moves – there are 700 in all, spread across an as-yet-unrevealed number of fighters – and the ability to interact *Final Fight*-like with your environment, with boxes, drainpipes and traffic cones all available for some precisely timed lobbing. There'll also be real-time animated intros for each character.

With the last playable version being too early, and the next not yet here, it's difficult to assess *G.A.S.P!!*'s *Tekken*-beating qualities. But, plainly, it's already sounding tasty. And Konami *are* the company who are doing *Hybrid Heaven*. (And, erm, *Nagano*). We'll wager, then, that it's going to be pretty darn good. More in our extensive Space World issue in just 24 days' time.

The old Versus screen, then. Konami promise loads of secret characters, some of which are are – take note – kooky. Should be nice.

There's nothing like a smidgen of blue stuff right up the nasal passage. We encourage it.

Ker-fleooooom! "Feel the power of my Dulux tin!"

Nice way to treat the lay-dees. If you're in G.A.S.P!!

stmas

Fighter's Destiny may be camp of name but it's becoming more lovely every time we see it.

Rodeo, again. That's one unique thing about the game, anyway.

Abdul. When he wins he sings the tune to Emmerdale. Erm, probably.

Have a cow

NEW INFO!

FIGHTER'S DESTINY

OCEAN/IMAGINEER	64M	1/2	NOVEMBER	DECEMBER

We've been trying to keep you up to date with *Fighter's Destiny* as it's evolved, beginning life as the dull, texture-free *Struggle Hard*, looking much more promising as *Fighting Cup* and then, in the last issue, really making an impact as the nearly finished *Fighter's Destiny*. Well, since then we've had a quick play on the finished version of the game and discovered another load of goodies lurking within its options screen.

Most entertainingly, it gives you the option to take out your frustrations on, bizarrely, a cow, but rather than just letting you get on with it this cow fights back.

And there are a couple of extra modes too, including one where the first to score a point wins the bout outright.

If Imagineer have managed to sort out the difficulty problem which allowed us to romp through the game in 20 minutes, *Fighting Cup* ought to be a pleasant play when it arrives for review – hopefully in the next issue.

Robert the Robot – the practice dummy – unleashes years of pent-up frustration.

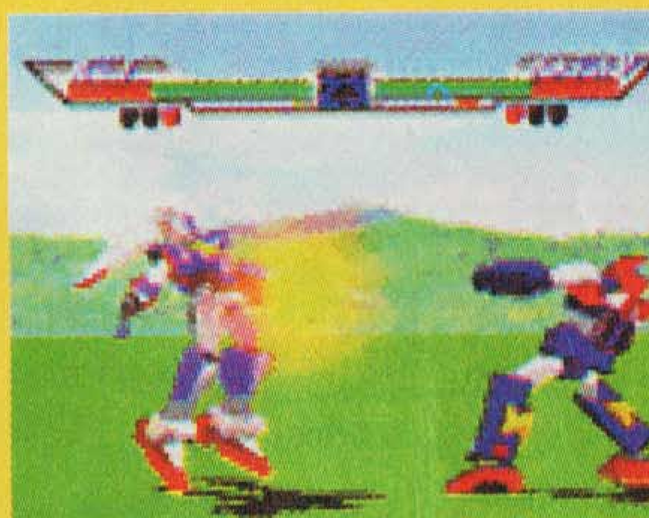
Rodeo? Get it? DO YOU GET IT? Wil reckons she's got all the right moo-ves.

Eager Punch-and-Kick Waiting

Super Robot Spirits

With its robots drawn from a series of Japanese-only strategy games and its moves tagged with catchy titles like Drunken Fist Kung Fu, it's no wonder nothing has been seen of Banpresto's promising looking beat-'em-up in the West. But these new shots are tidy proof of what may come in Japan this December.

Its look is slightly odd, with the robots, although well animated, prancing about like cardboard extras in a Bruce Lee movie. (Something perhaps, that can be put down to the fighters' movement being drawn from motion-captured Chinese Kung Fu students.) Details still aren't clear as to the number of characters, but with the game due to be on show at Nintendo Space World we'll sure as hellfire know much more soon.



Dual Heroes

Hudson's forever-in-development scrapper came up for some criticism at E3 for being a bit tatty. And rightly so. It glitched about its business in a wholly unconvincing fashion, only managing to be mildly more inviting than *War Gods*.

But Hudson's president, Hiroshi Kudo, reckons the game's shaping up nicely for its spring release in the West. (It's supposed to be out soonish in Japan.) He's also been extolling the virtues of the much-talked-of Virtual Player option, which creates a randomly generated – and therefore totally unique – CPU-controlled character each time you play the game, thus ensuring no two fights are ever the same.

We'll give him the benefit of the doubt then, but with no new screenshots coming out of Hudson since *before* E3, we'd wager there's still a fair amount to do on the game, and therefore that we won't actually see it until well into next year.

Mortal Kombat 4

Midway, meanwhile, are keeping the American end up with the N64 conversion of their own arcade belter, *Mortal Kombat 4*. British conversion specialists Eurocom – who did this month's *Duke Nukem 64* – are actually doing *all* the home conversions and, reportedly, have things coming along nicely.

Mortal Kombat 4 will certainly differ from the more Japanese way of things, with its characters – a mix of the *MK* old and the new – forgoing technical hoo-ha in favour of thrashing steaming great baseball bats about the head and limbs of the various contestants. And, in time-honoured tradition, there'll also be a hospital-filling barrel-full of blood.

Certainly, the conversion already leaves the trauma of *Mortal Kombat Trilogy* well behind and, with a fair few months to go yet, there's plenty of time in which to build on the promise of *Mace*.

Street Fighter 64

No news. At all. And there won't be for ages. But, we'd hazard a guess, Capcom will draw characters from *Street Fighter*'s various incarnations and have the action more akin to the PlayStation's *Street Fighter EX*. Except better. Obviously. Capcom say they're not going to be at Space World or, at least, haven't added their name to the Official List. But this is definitely the beat-'em-up to look out for. Ohyesitis.

GO! GO!

Body drag

BODY HARVEST

DMA/NINTENDO	64M	1	SPRING '98	SPRING '98

Rumblings aplenty at DMA HQ this month. After dazzling the PC world with *Grand Theft Auto*, big things are understandably now expected of *Silicon Valley* and, in particular, *Body Harvest*, their long-in-the-making partnership with Nintendo of Japan. But things – according to the vine and its grapes – haven't been going all that smoothly.

Nintendo, apparently, have again ordered DMA to change the game around. As reported in the post-E3 **N64**/5, *Body Harvest* had already undergone major surgery, mutating from a straight shoot-'em-up into an exciting-sounding action RPG, with all the shooty-stuff maintained but the added bonus of some exploration and character interaction. Now it would appear DMA are reworking the title back into its original mould, with the RPG elements toned down in favour of all-out action, essentially meaning the game's back where it started.

Still, you'd wager Nintendo know what they're doing, and you can be sure that once the blanket of secrecy lifts, **N64** will be first on the scene.

Oooh, it looks gorgeous. But when will we actually be able to play it?

WW1 tri-planes. All games should have them.

Huge, great insects. All games should have them.

A tractor-thing. Body Harvest has it, at least.

Out on a sim

SIM CITY 2000

IMAGINEER	64M	1	WINTER '98	SPRING '98

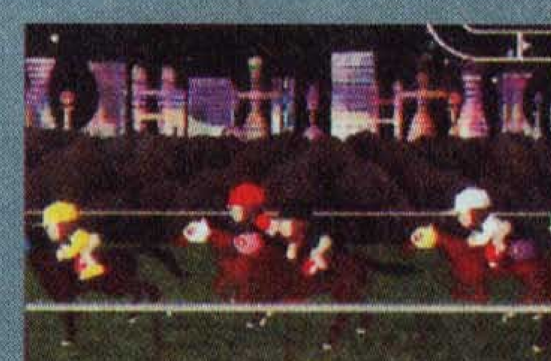
Next year promises to be a veritable feast of *Sim Citying*. With Nintendo and Maxis already on the case with *Sim City 64* (for the 64DD) and *Sim Copter* respectively, Imagineer are also contributing their SNES updating of *Sim City 2000*, a game that was quite fantastically good in 16-bit. (*If laying miles of water pipes lights your fire.* – Ed) And this month in Japan, the very first screenshots appeared.

In truth, the visuals don't look a great departure from the SNES game, but Imagineer insist they *will* be better, exploiting the N64's little-used high-res mode.

More significant, however, are the scenarios, which are split into three chapters – Earth, Space and something secret. These contain a number of unique mini-games. For example, if you build a horse racing track in your city, you can then go to the track and bet on the horses, presumably pumping your winnings into improving the state of your metropolis. Also in space, you can take part in a monster shooting game, a process which keeps unwanted invaders away from your faraway lands.

Imagineer are keen to talk about their use of the analogue stick as a mouse, saying that they've spent about three-quarters of the time on the feel of that alone. (Though quite whether that means we should be excited or worried, we're not sure.) And rumours do persist that all three Sim games will be interconnectable, so that you can fly Maxis's helicopters round Imagineer's cities. We shall, as they say, see…

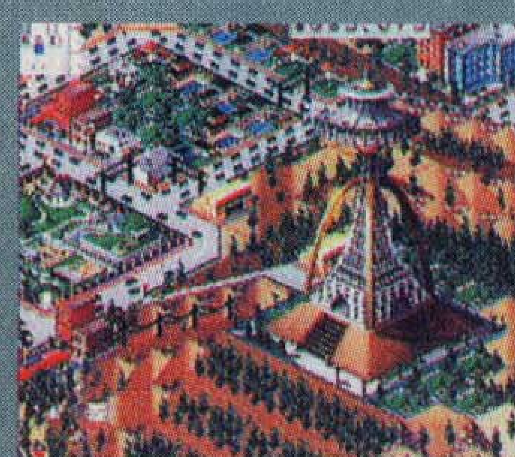
Looks detailed, if frighteningly similar to the SNES version.



Great idea! Build a racing track then bet on the horses that rattle along it.

Aliens invade. And kill people.

Factories and pollution. Turn your town into a full-blown Catherine Cookson novel.



As good as Ninty's Sim game? Mmm...

Your eyes are too big.

FIRST LOOK!

SPOOKY

ICE	64M	1	1998	1998

Ice cold

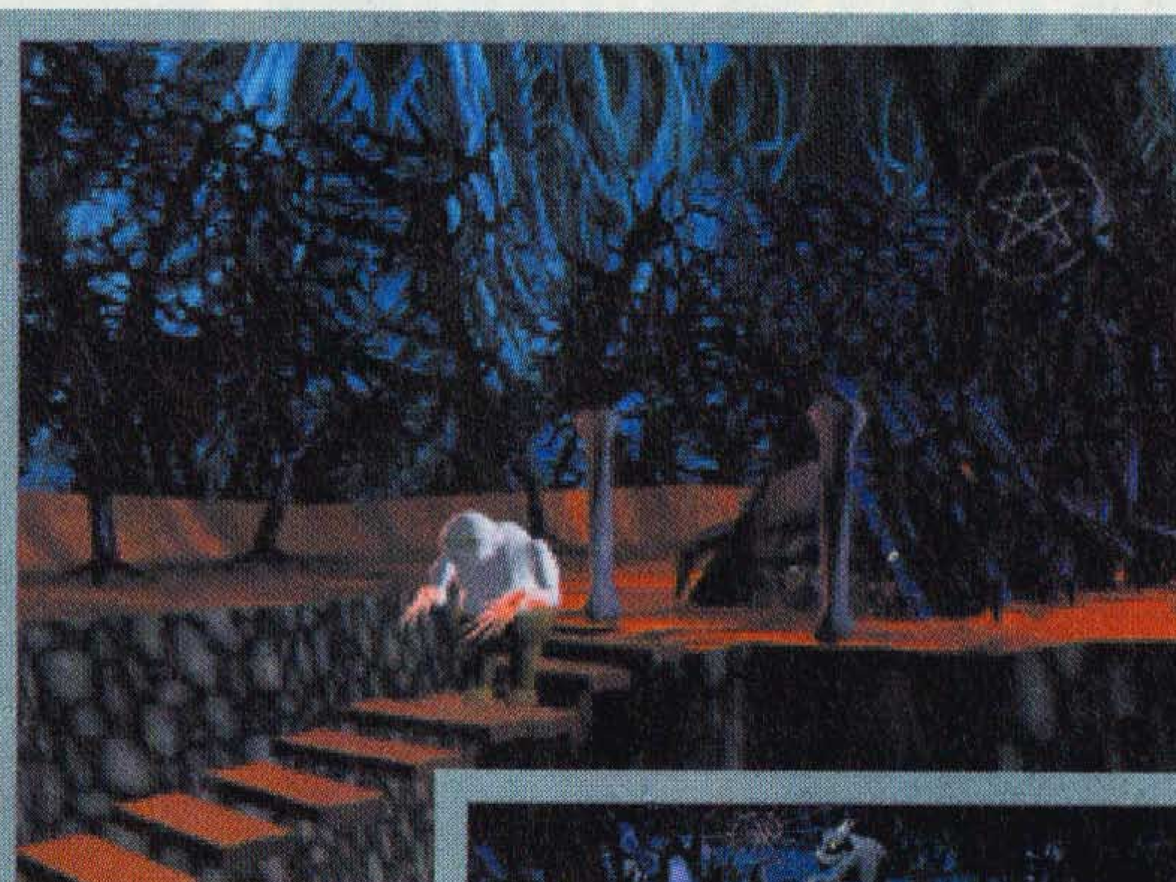
And so another age-old developer throws its hat into the N64 ring, and this time round it's UK-based ICE, whose *Total Carnage* on the SNES and Amiga was – it has to be said – absolutely chronic. Still, this might well change their fortunes a bit.

Already a year in the making, *Spooky* is firmly aimed at the older end of the N64 market. With its dark, dank visuals, pig-ugly monsters and regular lashings of violence, it will offer players the opportunity to slip into the guise of a strangely leotarded hero who has the ability to shape-shift into one of three separate creature-style forms.

Once comfortably into your new persona, you set about exploring the 3D worlds on offer in an effort to seek out 30 pieces of a special mirror. Each creature you dabble with has different abilities, so some pieces of the mirror might only become available once you've chosen the right monster-thing.

When you've got hold of all 30 pieces, you can take on the evil Arch-Morph who is the cause of all the woes in the universe and who's turned *Spooky*'s faraway-planet setting into a living hell. Essentially, it's a kill-and-explore-'em up. With blood. And guts. And scary music.

ICE promise real-time animated sequences and a "unique comic book feel". Certainly, the prospect of something other than fluffy loveliness should prove more than enough reason to stick with this.



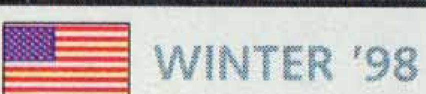
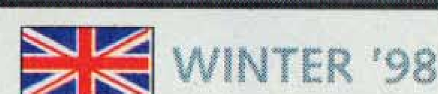
Ooooooooh! Hoo-ha-hoo-ha-hoo! I vill bite your neck! Oh, that's Dracula, is it?

Scary monsters in the forest. Nightmarish!

"Come get some!" Duke Nukem said that. Idiot.

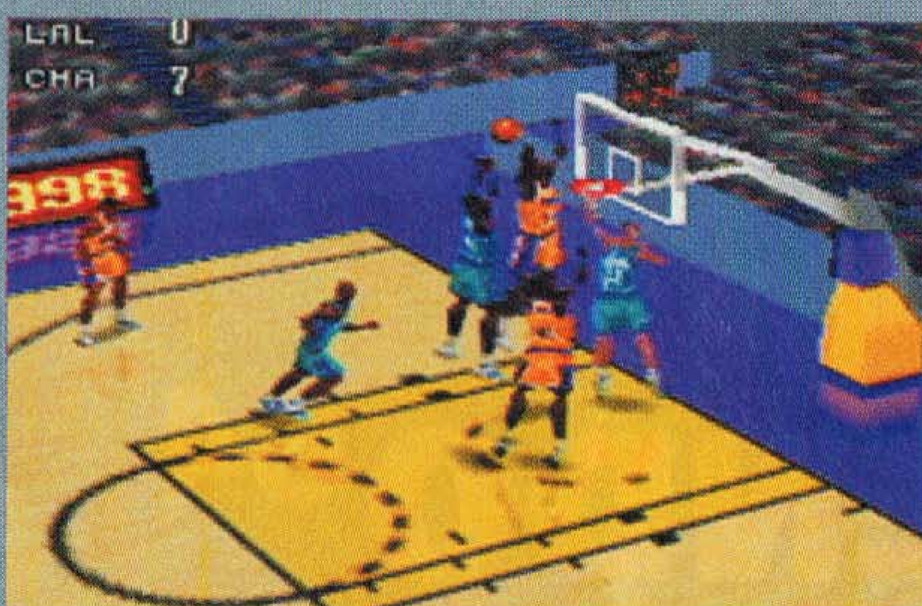
The red zone

NBA IN THE ZONE '98

KONAMI	64M	1/4	 WINTER '98	 WINTER '98

More – but equally fuzzy – pictures of Konami's basketball game this month. Still, at least it looks busier, and the players are starting to take shape. And with 300 individual moves (plus signature moves, like some Air-thing for Air Jordan and that, right?) you'd be well within your rights to expect them to. December, though. Is it? Isn't it? Are we really *that* desperate to know? Of course we're not. Still, it looks better than *NBA Hangtime*.

What's with all this fuzzy stuff, then? Surely developers can make clearly defined players' goddamnit.



The courts need a bit o' work. Especially round the edges...

...because, you know, basketball isn't played on a lake, is it?

An ear to the ground

Iguana are currently hard at work on their next project. ***Wrecking Balls*** is to be a cutesy-style platformer-puzzler – with Acclaim quick to point out it's unlike anything you'll have ever seen before. The visuals are akin to the excellent Amiga stretch-a-thon *Putty Squad*. Just don't expect anything until well into next year.

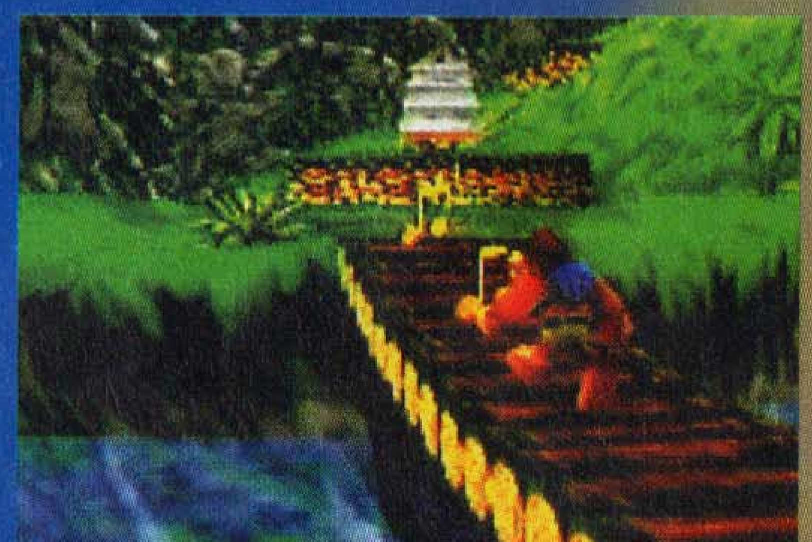
Rumours were doing the rounds this month that DMA Design were being lined up for ***Metroid 64***, after Nintendo of Japan saw what a stonking job they were doing on ***Body Harvest***. (Despite asking them to change it all again.) Though, with all due respect to DMA, would Nintendo really let anyone but their own developers take on such an important N64 game? We doubt it.

Argonaut, whose very first sketches we featured exclusively a couple of months back, have finally signed up with UbiSoft, who will publish and distribute their N64 specific ***Buck Bumble***. Look out for more on Argonaut in a couple of issues' time.

Midway have another racing arcade conversion in the pipeline. ***Off Road Racing***, we hope, will not be the N64's answer to the PlayStation's utterly awful *Monster Trucks*, but a visually stonking, laugh-friendly spot of off-the-beaten-track four-wheel fun more akin to *Monster Truck Madness* on the PC. It's been written in for some time late next year.

FIFA '99 is already well into development. After the surprisingly very good *FIFA '98*, EA are promising even more changes for next year's version, with the British contigent in Canada obviously providing some much-needed inspiration. Certainly, if this year's version is anything to go by it should be worth waiting for.

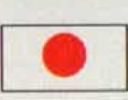
And, finally, new shots of ***Banjo-Kazooie*** leaked out of Rare just as we scooted off to the printers, which we'll be carrying in full next issue. And, the good news is, they look really very lovely. Another Rare treat? We hope so.



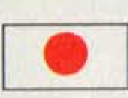
Konami promises a happy New Year for N64 role-players.

Result!

GOEMON

KONAMI	128M	1	 OUT NOW	EARLY '98

HOLY MAGIC CENTURY

IMAGINEER/ KONAMI	96M	1	 EARLY '98	EARLY '98

It's the Christmas present every N64 role-player's been waiting for (if you forget about *Zelda* for a moment that is) – not one but two RPGs have been announced for release in the UK at the beginning of next year.

Not only have Konami finally got around to committing themselves to giving us their eponymous mystical ninja *Goemon* (80% in issue 7 – but expect that to rise when we know what on Earth is going on) but they've also won the battle to release Imagineer's *Holy Magic Century* in Europe.

Goemon drops its Japanese 'Ganbare' prefix as it takes on *Mario's* 3D world head-on. With four different characters to control, each with their own abilities and weapons, it makes up for not being quite as polished as *Mario* with a wealth of inventive ideas and the maddest storyline.

In contrast, *Holy Magic Century* is a more traditional action-RPG with magic, monsters and a quasi-medieval European setting. Its storyline makes novel use of the seven deadly sins and there's some neat hand combat and some elemental attacks.

Although Konami haven't given a firm release date for either game, they promise that both should appear early next year. We'll be keeping them to that. See if we don't.

△ *At 128 Mbit,* Goemon *is one of the biggest N64 carts yet due to its use of music samples. Whether or not the tunes will get translated for Europe isn't yet clear.*

◁ Holy Magic Century *boasts an intriguing day-to-night feature.*

ASK FuSoYa

'Jingle Bells, Batman smells, Rob... er, hello. Yuletide salutations to you all, my faithful ones. You wouldn't believe how many times I cast my best 'manipulation' spell on Konami to get them to release *Goemon* in the UK, but it worked, didn't it? And we now get *Magic Century* too. Who says there isn't a Santa. Now challenge my mighty RPG brain!

Come forth David Burrows of Renfrewshire and throw your role-playing question upon the desk of my mystical bureau of answers.

1. If Square were to develop for the 64DD (hypothetically) what could the disc drive do for their games that the PlayStation cannot? The machine can supposedly rewrite entire sections of the game based on the player's decisions, but how far can this rewriting go? Does it choose from a number of predefined routes that are chosen by the player?

FuSoYa's brow begins to furrow, but realising what time of year it is he decides to take on a benevolent attitude and a grin not unlike Jim Varney in Ernest Saves Christmas.

1. Second guessing Nintendo as to what the 64DD can or cannot do is a fool's game (and we all know FuSoYa is no-one's fool). But crystal ball gazing is a favourite pastime of mine, and so I will entertain a speculation. FuSoYa thinks that rewriting whole sections of the game is asking a bit much. Basically what we're talking about here is up to 32Mb of useable storage space as opposed to a PlayStation's standard 256Mbit memory card. That means a lot more saveable data than just your save position. Combine that with the DD's realtime clock and I'll leave you to imagine the possibilities. My head hurts just thinking about it.

Even though FuSoYa's head is now hurting very badly he consents to answer questions from just one more reader. Paul Meldrum from North Shields – your time to shine has arrived.

1. I was a huge fan of *Secret of Mana* on the SNES. Could you tell me if the the sequel was ever released in the UK?

2. I have never seen a review of the third game in the *Soul Blazer* series – *Terranigma*. What rating would you have given it?

Umm... even though this isn't a SNES magazine it is the season of goodwill.

1. Seiken Densetsu 3 (what would have been SOM2) never appeared outside Japan. Although it was a brilliant game, with probably the best graphics Square ever created for the SNES, it was said to have had minor bugs that, along with re-programming for the English translation, would have taken too long to correct. (By that time the team had moved onto other projects.) Square in Japan therefore decided to can the Western release.

2. A cracking action-RPG that, were Super Play still around, would get a rollocking 90%. If you loved Illusion Of Time *you won't be disappointed here.*

The smell of mulled wine and the biggest bowl of cheesy footballs imaginable now draws me away from you. The festive season has arrived and I feel compelled to put down my controller and watch National Lampoon's Christmas Vacation yet again. Then again, the adventure mode in *Diddy Kong* is sort of an RPG... don't you think?

Got a role-playing question? You know what to do.

Ask FuSoYa, **N64** Magazine, 30 Monmouth Street, Bath, Avon, BA1 2BW.

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

	Game name	Publisher	Type	Country
November				
	MK Mythologies: Sub Zero	Midway	FGT	US
December				
6	Diddy Kong Racing	Rare	RAC	UK
12	Mischief Makers	Nintendo	ACT	UK
12	Snowbow Kids	Atlus	SPT	JPN
19	Augusta Masters 98	T&E Soft	SPT	JPN
19	Aero Gauge	ASCII	RAC	JPN
19	Virtual Pro Wrestling	Asmik	SPT	JPN
22	Yoshi's Island 64	Nintendo	ACT	JPN
25	Top Gear Rally	Kemco	RAC	JPN
	Biofreaks	Midway	–	US
	Chameleon Twist	Ocean	ACT	UK/US/JPN
	FIFA: World to World Cup	EA	SPT	US/UK
	Fighting Cup	Imagineer	FGT	JAP/UK
	Holy Magic Century Eltale	Imagineer	RPG	JPN
	Hyper Olympics	Konami	SPT	JPN
	Mace	GT	FGT	UK
	Nagano Winter Olympics	Konami	SPT	JPN
	Rev Limit	Seta	RAC	JAP
	San Francisco Rush	GT	RAC	UK
January 1998				
	Nagano Winter Olympics	Konami	SPT	US/UK
	NBA In the Zone '98	Konami	SPT	US
February 1998				
	Legend of Zelda	Nintendo	RPG	JPN
	Mystical Ninja 64	Konami	RPG	US
wint.	NHL Breakaway '98	Acclaim	SPT	US
	Yoshi's Story	Nintendo	ACT	US
March 1998				
30	Ken Griffey Jr	Nintendo	SPT	US
16	Banjo-Kazooie	Nintendo	ACT	US/UK/JPN
	Conker's Quest	Rare	ACT	US/UK/JPN
	G.A.S.P.!~Fighters' NEXTream	Konami	FGT	JPN/US/UK
	Jungle Emperor Leo	Nintendo	ACT	JPN
	Mario Artist 64DD	Nintendo	ETC	JPN
	Pocket Monster 64DD	Nintendo	RPG	JPN
	Quake 64	GT	SHT	US/UK
	Sim City 64DD	Nintendo	SLG	JPN
	Sonic Wings Assault	Video Sys.	SHT	JPN
	Superman: Anim. Series	Titus	ACT	US
	Twisted Edge Snowboarding	Kemco	SPT	US
	Zelda 64DD	Nintendo	RPG	JPN
May				
	Tonic Trouble	Ubi Soft	–	UK/US
1998				
early	Centipede X	Midway	SHT	US
spr.	Jungle Emperor Leo	Nintendo	–	JPN
spr.	Ken Griffey Jr Baseball	Nintendo	SPT	US
wint.	Unreal	GT	ACT	US
	Attack!	Midway	–	US
	Body Harvest	Nintendo	SHT	US
	Earthworm Jim 3D	Interplay	ACT	US/UK
	F-Zero 64	Nintendo	RAC	JPN/US/UK
	Flights of the UN	Video Sys.	SHT	JPN
	Flying Dragon Fist Twin	Culture B.	–	FGT
	Forsaken	Acclaim	ACT	US
	Golf	Nintendo	SPT	JPN
	Hybrid Heaven	Konami	ACT	US/UK/JPN

	Game name	Publisher	Type	Country
	Jurassic Park 2	Dreamworks	–	US
	Kirby's Air Ride	Nintendo	RAC	JPN/US/UK
	Legend of Zelda 64	Nintendo	RPG	US/UK
	Mission: Impossible	Ocean	ACT	US/UK/JPN
	Mother 3 Nintendo	RPG	JPN	
	NBA Jam 98	Acclaim	SPT	US
	Quest 64	THQ	RPG	US
	Quest for Camelot	Titus	–	US
	RoboTech: Crystal Dreams	Gametek	SHT	US
	Sim City 2000	Imagineer	SLG	JPN
	Sim Copter	Maxis	SIM	US
	Space Circus	Ocean	ACT	US/UK
	Super Robot Spirits	Banpresto	–	JPN
	Tamagotchi 64	Bandai	RPG	JPN
	Thornado	Factor 5	SHT	US
	Tokon Road	Hudson	SPT	JPN
	Turok 2	Acclaim	SHT	US/UK
	Ultra Donkey Kong	Nintendo	ACT	JAP
No release date yet				
	7th Legion	DMA/Epic	–	US
	Actua Golf	Interplay	SPT	US
	Blade & Barrel	Kemco	SHT	JPN
	Buggy Boogie	Nintendo	RAC	JPN
	Cavalry Battle 3000	JSS	RAC	JPN
	Creator	Nintendo	TAB	JPN/US/UK
	Cu-On-Pa	T&E Soft	PUZ	JPN
	Daikatana	Ion Storm	SHT	US
	Dracula 3D (Castlevania 64)	Konami	ACT	JPN/US/UK
	Dual Heroes	Hudson	FGT	JPN
	Freak Boy	Virgin	ACT	US
	GEX: Enter the Gecko	Midway	ACT	US/UK
	Ikazuchi no Goto Ku	Seta	TAB	JPN
	Jack and the Beanstalk	Nintendo	–	JPN/US/UK
	Jeopardy	Gametek	PUZ	US
	Joust X	Midway	SHT	US
	Jikkyo Golf Tournament 98	Konami	SPT	JPN
	Kindaichi's Accident File	Hudson	–	JPN
	Knife Edge	Kemco	SHT	US
	Legion X	Hudson	–	JPN
	Loderunner 64	Bandai	ACT	JPN
	New Japan Pro Wrestling	Hudson	SPT	JPN
	Paperboy 64	Mindscape	–	US/UK
	Pro Baseball King 2	Imagineer	SPT	JPN
	Reason	Imagineer	–	JPN
	Robotron X	Williams	SHT	US
	Silicon Valley	BMG	ACT	US/UK
	Snobo Kids	Atlus	SPT	JPN
	Snow Speeder	Imagineer	SPT	JPN
	Super Mario 64 2	Nintendo	ACT	JPN/US/UK
	Super Mario RPG 2	Nintendo	RPG	JPN/US/UK
	Ultra Combat	GT	–	US
	Ultra Descent	Interplay	SHT	US/UK
	Ultra Soccer	Acclaim	SPT	US/UK
	VR Baseball	Interplay	SPT	US
	Wetrix	Ocean	PUZ	US/UK
	Wheel of Fortune	Gametek	PUZ	US

* working title

KEY

				SHT	SHOOT-'EM-UP
ACT	ACTION	RPG	ROLE-PLAYING GAME	SIM	SIMULATION
FGT	FIGHTING GAME	SPT	SPORT	RAC	RACING
SLG	STRATEGY	TAB	BOARD GAME	ETC	MISCELLANEOUS

TOP 5 IN THE UK
Source: ChartTrack

1. LYLAT WARS
2. MARIO KART 64
3. SUPER MARIO 64
4. EXTREME G
5. ISS64

TOP 5 IN JAPAN
Source: Dengeki 64 + Famitsu

1. PUYO PUYO SUN 64
2. BAKU BOMBERMAN
3. J-LEAGUE 11 BEAT '97
4. SUPER MARIO 64
5. GANBARE GOEMON

TOP 5 IN THE USA

1. DIDDY KONG RACING
2. NFL QUARTERBACK '98
3. DUKE NUKEM 64
4. GOLDENEYE 007
5. MADDEN 64

TOP 5 IMPORTS
Source: Project K

1. DIDDY KONG RACING
2. DUKE NUKEM 64
3. GOLDENEYE 007
4. TOP GEAR RALLY
5. SAN FRANCISCO RUSH

N64 MAGAZINE

Eager Waiting

Which new Nintendo 64 games are we most looking forward to?

1 → **The Legend of Zelda 64** — Nintendo, Release TBA

2 → **F-Zero 64** — Nintendo, Release TBA

3 → **Castlevania 64** — Konami, Release TBA

4 ↑ **Yoshi's Story 64** — Nintendo, Feb 1998

5 ↓ **Banjo-Kazooie** — Nintendo, Spring 1998

6 ↑ **Super Mario RPG 2** — Nintendo, 1998

Super Mario RPG (SNES) shown

7 ↑ **Mother 3** — Nintendo, March 1998

8 NEW! **Quake 64** — GT, Spring 1998

9 → **Holy Magic Century** — Imagineer, Autumn

10 NEW! **Hybrid Heaven** — Konami, 1998

Bubbling Under: Fighter's Destiny *(Ocean)*, San Francisco Rush *(GT)*, Super Mario 64 2 *(Nintendo)*

NINTENDO 64

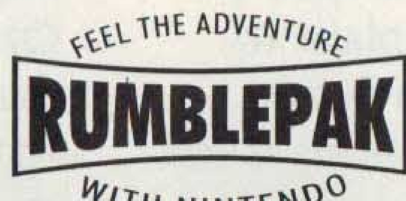
BUCKLE UP

TOP GEAR RALLY

Five tracks, four racing modes, variable weather effects and multi-camera views plus an action replay mode, make Top Gear Rally a radical driving experience!

Tweak any of the nine cars with your own tyre, suspension and steering settings or even add your own graphics in the custom spray-shop.

"The best racing simulation for the N64". Nintendo Magazine



90%
64 MAGAZINE

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

An Englishman in Tokyo

No Christmas, please, we're Japanese

Christmas in Japan, eh? Well, there isn't one really. Being predominantly Buddhists (although there is a large population of Christians and Shintoism is still popular), the Japanese don't really go in for Christmas much. Why should they, eh? I mean, how many of you celebrate the Buddha's birthday? No, December 25th is a normal work day for most people here. Including me, I'm sorry to report.

Inspired more by the evocative images of Christmas lights, trees, cakes and a big dinner (and no doubt many a rubbish American movie) than by anything remotely connected with Christianity, young Japanese do, however, make a special occasion of the time. Only they do it the day before on our Christmas Eve. Young unmarried couples get a room in a posh hotel (often having had to book up to a year ahead) and then spend all night, er, looking at the view out of their bedroom window. Yes, that's it.

This is also a good time for exchanging presents. A good time for the woman that is, as the young man gets to give wildly expensive gifts to his loved one, usually a diamond ring or other such jewellery. Girls tend to knit a sweater or something for their boys. Hang on a minute… actually, the whole thing is more like Valentine's Day in the UK. (Valentine's Day in Japan is an occasion for females – only females – to express their affections towards their blokes.)

Some churches, obviously, maintain the spirit of the occasion and I'm told that single people have 'drinking parties' to celebrate – so it's not all that different to Britain after all, then. The only other section of society to have a reason to look forward to Yuletide is the kids. Children do get given presents, although not a single one of them has any conception of Santa Claus. Parents also give them strawberry and cream cakes. So, basically, if you're old or married, you're going to have about as much fun as a turkey on Christmas Day.

△ *See, they do have decorations, of a type...*

◁ *...and those look suspiciously like Chrimbo cards. The N64 team just can't wait...*

LEARN JAPANESE PART 6

When you're next in Japan during the festive period, gee things along a bit by frequently using the following words and phrases:

Happy Christmas
(Merii Kurisumasu)
メリー クリスマス

Happy New Year
(Akemashite omodetou)
明けまして おめでとう

Bah, humbug! (Baka!)
馬鹿

Buddhism (Bukyo)
仏教

Christianity (Kirisuto Kyo)
キリスト教

Present (Puresento)
プレゼント

No, that's the turkey over there.
(Chigaimasu Taki wa asoko desu)
違います、ターキー は あそこです

Dear Santa...

Since I'm probably going to have to work on the day itself, I thought I'd cheer myself up by writing a Christmas wish-list. As someone who seems to be constantly day-dreaming about all things gamesy or gadgety, the recent Tokyo Game Show and the later Electronics Show '97 were very exciting and gave me some tantalising tasters of the whizz-bang technology to come. One innovation (namely, the Mitsubishi 'Interactive Game Controlled by Artificial Retina') came perilously close to realising one of my gaming-related dreams, and coincidentally, shares some characteristics with reader Mr Ho Kim Ying's recent contribution to N64 Magazine (November issue). So here it is, with a brief rationale after each item:

Skateboarding with peripheral

I'm a real fan of Sega's *Top Skater*, and can't think of anything that could be more perfect for the N64. And while you're at it, guys, make a skateboard-style controller to round off the effect. It'd only have to be a bit of moulded plastic on a base which fed pressure info back to the console and it could be used for any subsequent snowboarding, surfing or other water-based game.

Motion sensor for the N64

I've dreamt of being able to participate in sports games on my console – it's not always that easy to round up nine mates for a spot of basketball, say, or find a place to chuck a javelin when you live in Chelsea. Mitsubishi's 'artificial retina' game has moved a step closer to realising my dream. Standing in my living room, I can go through the motions of that javelin throw and see my actions instantly translated into those of my on-screen persona. True, active participation in a video game! Yeeehah! Make one for the N64, please. Next…

Computer with a phone in it!

I just don't understand this at all. You can buy computers with modems in them, personal digital assistants which are also mobile phones and mobiles with built-in modems, so why doesn't someone make a laptop with a phone in it? Obvious really. But every time I ask the PR guys in the major electronics firms, the only response I get goes along the lines of "Hmm, interesting, we'll get someone to call you…?"

But actually, Christmas came early for me this year anyway. While I was busy dreaming of technology my rather more practical (and very cool) wife bought me this visual monstrosity. 29 inches of gaming pleasure, that is, mister. Cheers, YJ!

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 MAGAZINE ARENA

DIDDY KONG RACING

Move over Mario Kart! It's Rare's Christmas corker!

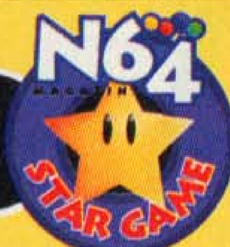
GO TO PAGE 32

ARENA

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

85% and above



*Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*

84% - 70%

The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.

69% - 50%

We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.

49% - 20%

Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.

19% - 0%

We still haven't come across an N64 game quite this bad, and hope we never do. Should we, however, we'll punish it ruthlessly.

MADDEN 64 VS NFL QUARTERBACK CLUB '98

GO TO PAGE 48

Hut! But which is the one to buy?

Crazy name, and something of an odd game as well. Tsk, eh?

GO TO PAGE 54

AUTOMOBILI LAMBORGHINI

FIFA: ROAD TO THE WORLD CUP

No, wait! It turns out you *can* polish a, erm, plop.

GO TO PAGE 58

DUKE NUKEM 64

Come get some, as his highness would say.

GO TO PAGE 60

CHAMELEON TWIST

Much multiplayer mayhem to be had here.

GO TO PAGE 66

IMPORT ARENA

The games they're playing in America and Japan.

PUYO PUYO SUN 64

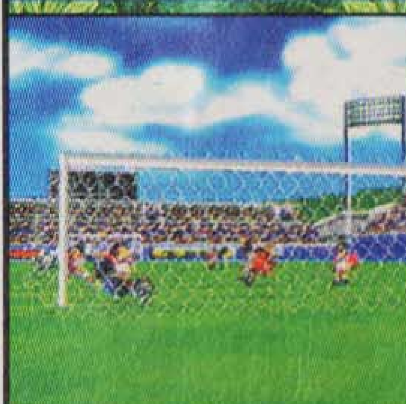
You'll be playing it in your head long after it's turned off.

GO TO PAGE 70

J-LEAGUE 11 BEAT '97

Fancy kicking a beach ball around on the moon?

GO TO PAGE 72



HOW IT WORKS

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end, no matter how hard it is. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with useful information and hard-won secrets.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

Overcome by seasonal goodwill, we've been giving each other presents.

Jonathan Davies
Owing to the onset of winter, Jonathan's been having trouble holding his joypad. So we bought him some socks. "Thanks very much," he said.
Game of the month: Puyo Puyo 64

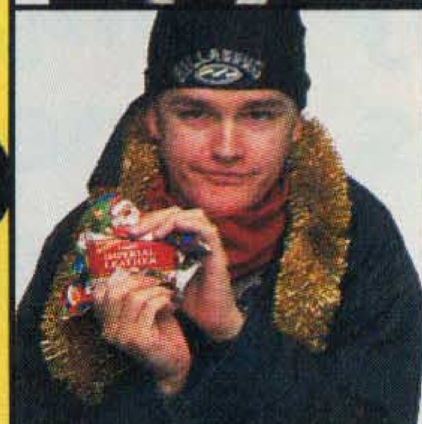
Andrea Ball
Andrea's job is to hit us if we get too engrossed in games, and make us do the magazine instead. We gave her something to keep her stick warm.
Game of the month: C. Twist

Wil Overton
Wil's tiles had been getting so worn through excessive use that he couldn't read the symbols. A top-of-the-range mah jong set cheered him up greatly.
Game of the month: Puyo Puyo 64

Paul Jarrold
We caught Paul writing his Christmas list for Santa. It just said "1. A Pot Noodle", and that was it.
Game of the month: Lamborghini

James Ashton
James has been playing Diddy Kong so much he can't sleep for little carts racing around in his head. "Some sleeping pills!" he exclaimed. "How ni–zzzzzz..."
Game of the month: Diddy Kong

Jes Bickham
"It's a selection of pizza ingredients! Thanks!" Jes said through clenched teeth. (He must have been cold.) "No, really," he added.
Game of the month: Duke Nukem 64



Tim Weaver
Although we've moved our N64s into a room next-door, we could still hear Tim hurling rude words at FIFA. Washing his mouth out ought to help.
Game of the month: FIFA

Zy Nicholson
Europe's most thorough games tester sometimes gets so carried away he completely forgets to write his review. Hence this calendar.
Game of the month: Puyo Puyo 64

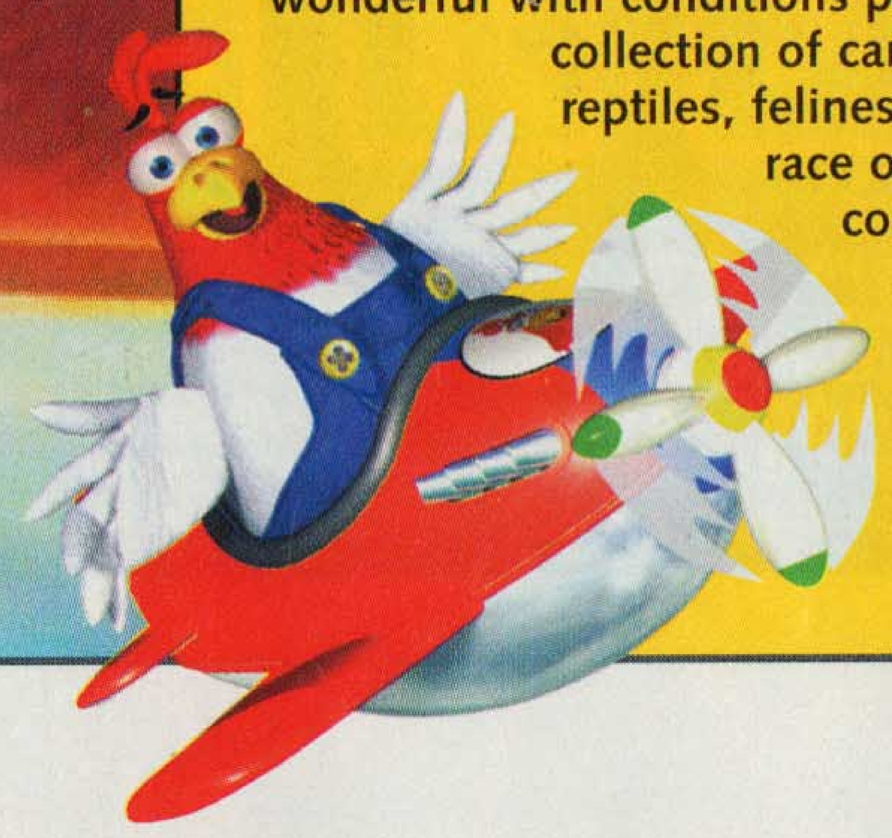
DIDDY RACING

Rolling silently out of Rare's secret Twycross silo like a giant fun fur nuclear missile, *Diddy Kong Racing* is looking to devastate the Christmas games charts. And we're the first to play it right through to the end.

KONG

Diddy Kong Racing
RARE/NINTENDO

Out now	96M		1-4
£50	Controller Pak	Cartridge back-up	Rumble Pak



Hello and welcome to Adventure Island, the setting for the latest round of N64 Grand Prix racing. And as you can see, the weather here is wonderful with conditions perfect for a collection of cartoon rodents, reptiles, felines and primates to race one another around a collection of 20 bizarre courses, utilising unlikely power-ups and speed-giving bananas.

Morning practice was eventful when Pipsy – one of the Rodent team – developed a slow puncture on a fast lap and skidded through a gravel track into a passing Brontosaurus. Happily she was unhurt and continued practice in her T-kart.

The *Diddy Kong* meet is expected to be a long one – we aren't expecting a finish for at least 60 hours or so. However the crowd are expectant, eager to catch sight of the five giants – the Walrus, Tricerotops, Octopus, Dragon and Wild Boar. And, yes, unless I'm very much mistaken – I AM VERY MUCH MISTAKEN – we're ready to go live to the races. You could cut the atmosphere here with a cricket stump…

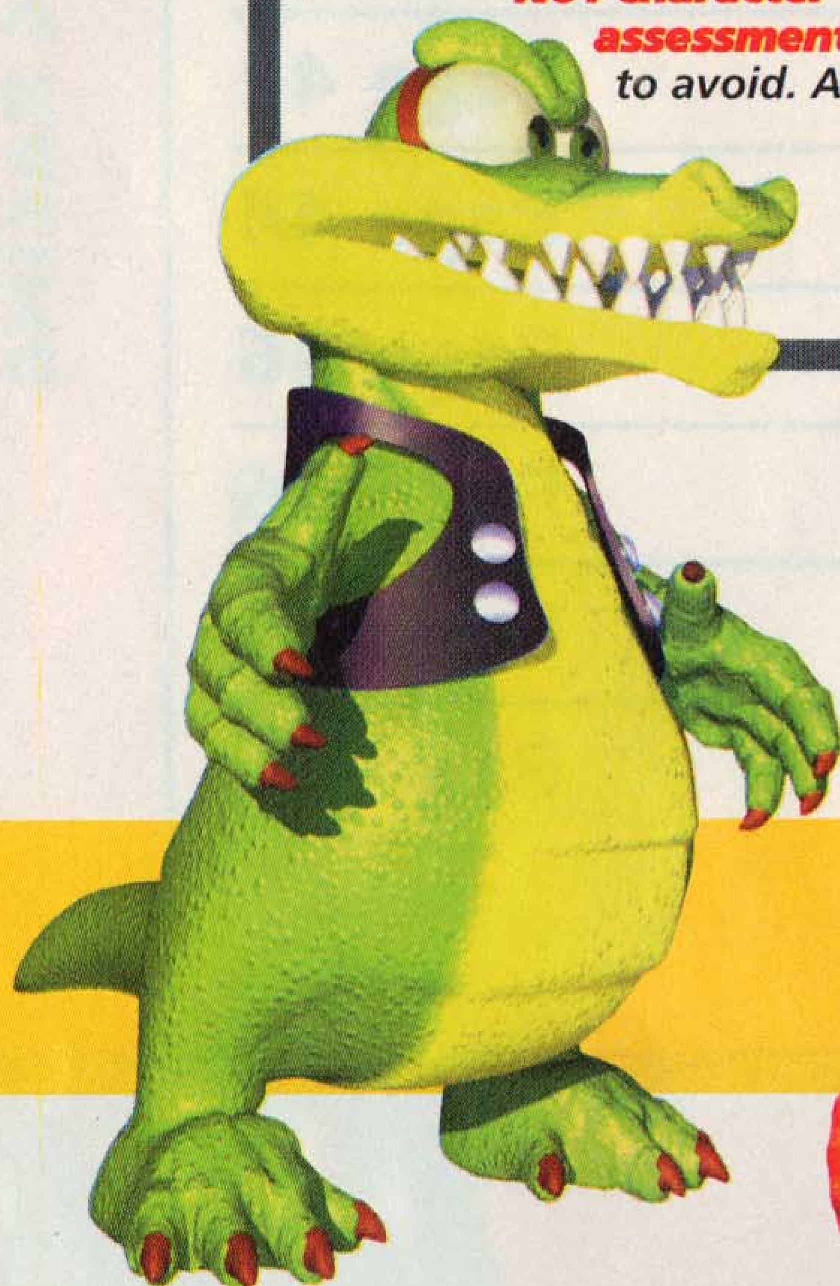
GO! GO!

The contenders

Eight selectable characters on the title screen – choose one to go adventuring with and compete against the seven rejects when it comes to the races. There are two hidden characters – Drumstick the Turkey is one and TT the, er, Stopwatch is the other. More of them later...

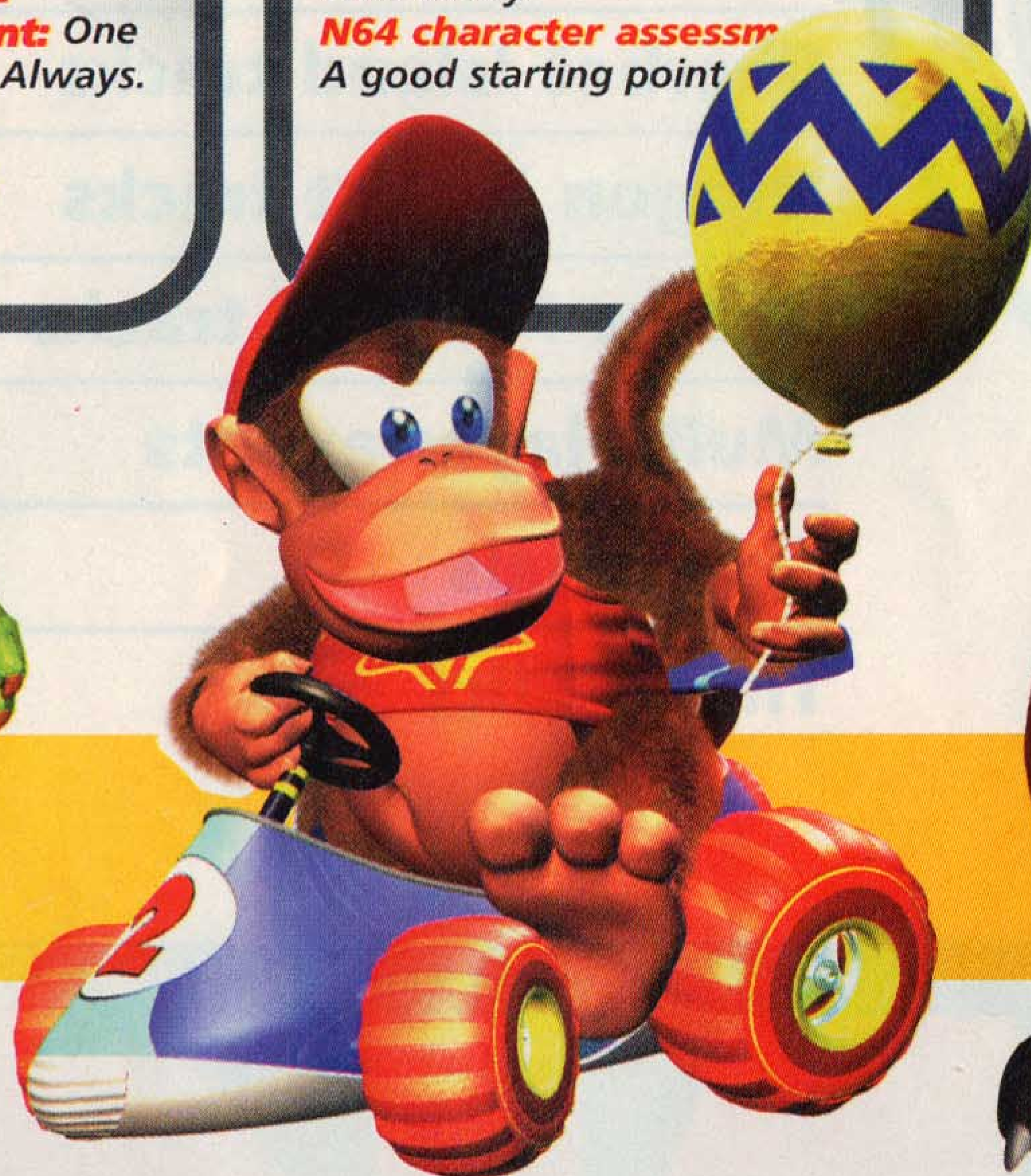
Krunch

Phylum: Reptilia
Species: Crocodilus Lardalia
Grotesquely overweight, you can time Krunch's acceleration with a calendar, although when he eventually does reach top speed, he takes some stopping. Krunch handles like a dog, which is strange considering he's a crocodile.
N64 character assessment: *One to avoid. Always.*



Diddy

Phylum: Primate
Species: Chimpus Cheesemungus
Diddy is your default character, and to be honest, you could do a lot worse. He boasts good acceleration, reasonable top speed and mid-range handling, and N64Magazine completed about two thirds of Diddy Kong with Diddy.
N64 character assessm[ent:] *A good starting point*



Bumper

Phylum: Rodentia
Species: Dickius Davius
Heavier than Diddy but keeps a good rate of acceleration and top speed. More of a handling handful than Diddy but quite useful in the rough and tumble of a close-fought race, where the big B isn't so prone to getting knocked about.
N64 character assessment: *Occasionally useful in one-player, else for multiplayer only.*

Banjo

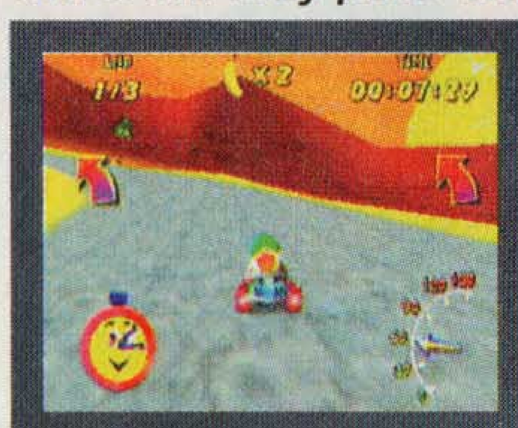
Phylum: Canine
Species: Grotesqueus Stupidiae
Before he gets his own game, Banjo gets an outing in Diddy's. He's not as bad as Krunch in terms of handling, but his good top speed is the only thing he's really got going for him. Another fatty best-suited for long straight courses or bar room brawling.
N64 character assessment: *Useful where rough housing is a key requisite.*

The vehicles

The races at the *Diddy Kong* meet take place in three different vehicle types. Each of the three require different driving skills.

THE KART

The go-kart is the most widely-used vehicle and, while it might not be the most exciting, it's certainly the most reliable to drive. The only place where the kart isn't first choice is Adventure Island, where it's slow through the water (the tyres inflate to keep it buoyant) and can't get access to Everfrost Peak.



THE HOVERCRAFT

The least successful of the three vehicles, the hovercraft is great fun when you can zip along in straight lines on a forgiving surface. Ride on rough waves or where lots of sudden sharp turns are required and you'll be plumbing new depths of blue invective.

THE AEROPLANE

For the most part, the aeroplane is a joy to pilot. The Analogue works well with it and the banked turns and thrilling manoeuvrability are great. But questions have to be asked about the plane's collision detection. Many times we've swooped tight into a tunnel only to be knocked by an invisible force field.

SKIDDER!
Just as *Mario Kart* had drift cornering, *Diddy Kong* has the – entirely less subtle – two wheel cornering system. As many of *Diddy Kong*'s races require extremely tight steering as well as the use of awkwardly-placed Zippers, the two-wheel corner is used to give sudden, sharp changes of direction. The system works for karts and aeroplanes.
With the accelerator held, hold

POWER'BOUT THAT?

Race along. Pick up power-ups. Use them to help you win the race. Yep nothing too original there – Mario Kart does come bouncing to the fore of one's mind.
However the situation in Diddy Kong is slightly different. Power-ups are awarded according to the colour of the special balloon you run/hover/fly over. If you don't discharge your power-up by pressing Z, running over another balloon of the same colour powers-up your power-up, and running over another powers it up again. Here, like this...

RED BALLOONS

Unguided missile

Homing missile

10 unguided missiles

Missiles are the best power-up to power-up. Unguided missiles are fairly easy to use successfully but once you have ten, running over further red balloons will refill your supply. Each missile hit causes your opponent to stop briefly as well as lose two bananas.

BLUE BALLOONS

Speed-up

Super speed-up

Dangerous speed-up

Speed-ups are best used singly, taking your finger off the accelerator just before you fire them. Triple speed-ups are dangerously powerful and actually involve your character disappearing from view for a couple of seconds. We do not recommend them.

Conker

Phylum: Rodentia
Species: Bushus Irritatia
Another character guesting in DKR before getting his own game, Conker shares Diddy's attributes. He's a good all rounder only made undesirable by his stomach-turning cuteness (see also Pipsy).
N64 character assessment: *If you can't have Diddy, Conker's your squirrel.*

Tiptup

Phylum: Reptilia
Species: Hardus Heroicae
Tiptup is a bit of an N64 favourite. Not only has he got the nippiest handling bar Pipsy, but he has excellent acceleration and a more than acceptable top speed. Tiptup helped N64 Mag complete the majority of the later stages of DKR.
N64 character assessment: *Our hard-topped hero.*

Pipsy

Phylum: Rodentia
Species: Cutsius Nausiae
Not that gender's a big issue in the N64 office, but we can't help noticing that Pipsy is the only obviously female character in DKR. Pipsy has the best speed and acceleration and she can turn – almost literally – on a sixpence. She takes a battering from the other characters but she'd still be our favourite if she wasn't quite so irritating.
N64 character assessment: *We have used her, but it was through gritted teeth.*

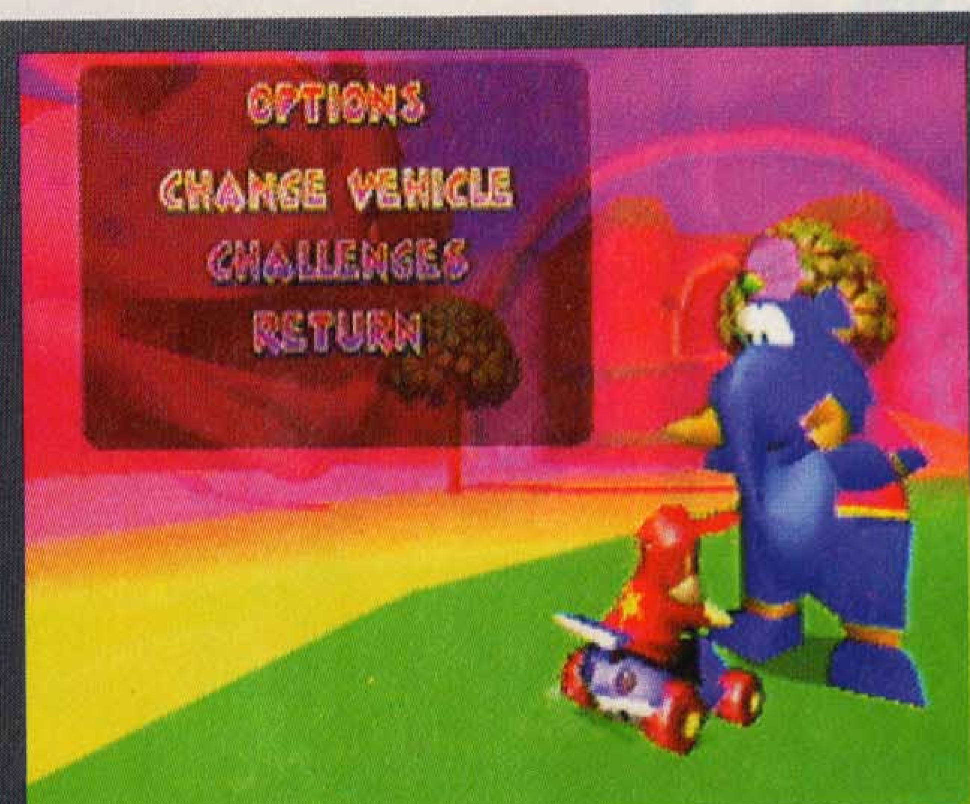
Timber

Phylum: Mammalia
Species: Acida Casualtius
What's going on with those eyes? Timber scares us, he really does. He's a medium weight character who errs more on the side of speed than manoeuvrability. We don't use Timber much, however. THOSE EYES!
N64 character assessment: *It's the return of the space cowboy!*

You can tell by the ears

Taj is your friendly neighbourhood blue Indian elephant (with magic powers) and driving up to him and engaging in a bit of banter allows you to do two things. Firstly, you can switch the vehicle you're driving between kart, hovercraft and aeroplane. This is important as some areas of Adventure Island can only be accessed with one particular kind of vehicle.

Taj's second job is to set three Adventure Island Challenges. These are races against Taj, one for each type of vehicle, which, if you beat him, earn you an extra, very welcome Golden Balloon.



Talk to Taj by rudely rushing up and crashing in to him. It's a menu system from then on.

down R to start powersliding. If you now steer sharply in the direction you want to turn and touch the brake button, your karter/pilot will pull an unfeasibly tight, two-wheeled turn. If you keep the steering and all the buttons held, it's even possible to drive in a two-wheeled circle.

GO! GO!

PURPLE BALLOONS

Shield

Longer shield

Very long shield

Shields are most useful on the Future Fun Land races where laser guns mounted on the side of the track can pick off your racer, causing annoying time and banana loss. Elsewhere, they're useful for protecting from the sound of an approaching homing missile.

GREEN BALLOONS

Oil

Mine

Bubble

CPU players take a tight racing line, so using these put-down power-ups is a precise business. Oil slicks cause skids, mines cause banana and time loss and bubbles encase racers and hold them for what seems like an eternity.

MULTI BALLOONS

Magnet

Super red magnet

Scary Green Magnet

These beauties can win you races on their own. In reality there's never any real opportunity to power-up magnets, but even a single one will pull back any racer ahead and draw you magically towards them.

Start here

Diddy Kong Racing is complicated. Not to look at. Not really to play. Just to explain. It's a nightmare. The basic idea is that winning races earns you Golden Balloons which, in turn, allow you to enter more races. Sound simple enough? Right, here goes with the rest of it then.

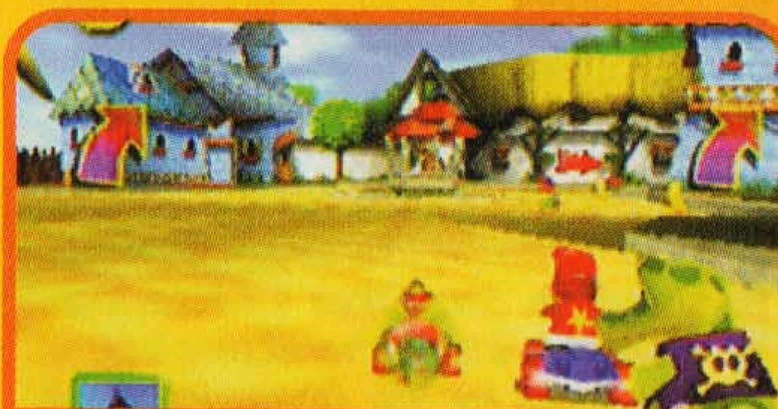
The games initial 16 tracks are divided across four worlds. Beating each track in one world opens up a race against the boss, who once beaten sets the Silver Coin Challenge held on the four tracks you've just beaten. Win the four Silver Coin challenges and you get to race the boss again, and once you beat him (he's tougher this time), you earn a piece of the Wizpig Amulet as well as setting the Grand Prix challenge again on his world's four tracks.

Once you've got all four pieces of the amulet, you get to race the game's big boss – Wizpig. Once you've beaten him, you've made it to the game's first 'finish' point and earned yourself a gander at the credits. Congratulations. After that, there's the simple matter of the fifth hidden world to find, the game's second ending, the first four worlds of Adventure Two and the game's third ending, the fifth world of Adventure Two and the game's fourth ending and then... Well after three weeks of *Diddy Kong*, that's as far as we've got.

The rest of these two pages are dedicated to explaining the above in a little more detail. Read on, but keep concentrating, there's a long way to go in *Diddy Kong*.

WORLDS IN MOTION

Initially, there are four worlds accessible from Adventure Island: Dino Domain, Sherbet Island, Snowflake Mountain and Dragon Forest. For each of these worlds, the same procedure must be followed to obtain from each, one quarter of the Wizpig Amulet. Once all four pieces have been collected, you can open up the giant Wizpig mouth, fly inside and do battle with the giant mutant pig himself.



NORMAL RACE

As long as you've earned the requisite number of Golden Balloons, you can enter any one of the World's four tracks and race it. The idea – get this – is to beat the seven other racers over three laps. If you manage it, Taj will fly up and give you another Golden Balloon. Once you've won all four races in a world it's on to...

THE BOSS (first time around)

Behind a magic door that will only open when you've won your four races, lives the World's boss. If you can beat him in a race (two bosses have a three lap course, two others have a straight sprint), he'll set you the Silver Coin Challenge.

SILVER COIN CHALLENGE

It's now back to the World's four tracks. The challenge this time, is to win the race and collect eight silver coins hidden around the track. Early in the game, these coins are positioned in easily accessible places. Later on, things are not quite so straightforward. Win all four Silver Coin Challenges and it's back to...

Diddy Kong Racing – an overview

Complicated? No. With the aid of this diagram...

Controls

Analogue
Steering. Holding back on the stick and pressing B will reverse your vehicle.
KART: Very similar to Mario Kart in the way it feels.
HOVERCRAFT: Can be annoying. Steering in the hovercraft has to be more subtle than the other two vehicles; if you heave too far left or right, you'll spin your 'craft on the spot, stopping you rather more suddenly than you'll like.
AEROPLANE: Steering is complicated by the fact that pulling back on the stick causes your plane to climb and pushing forward causes it to dive. Lylat Wars players will feel very much at home here.

Z Trigger
Fires power-ups. Unlike Mario Kart, more than one power-up cannot be used at one time.

A Button
Accelerates

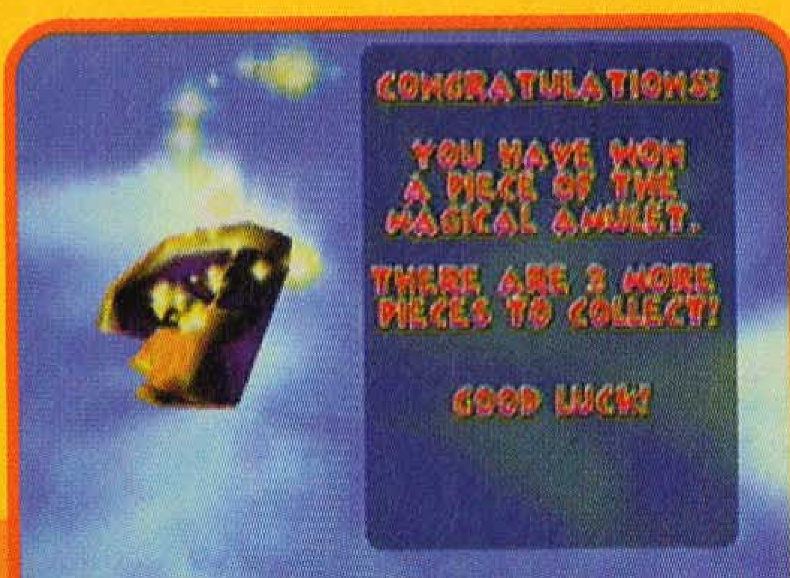
B Button
Brakes

R Button
KART: (held down) Power slides your car in corners, putting down a red rubber trail and allowing your kart to slip around corners without too much loss of speed.
HOVERCRAFT: (Individual presses) Hops your 'craft similarly to the hops in Mario Kart. Hopping can help you jump over floating obstacles, get up steep hills, or – if you're good – turn sharply without too much speed loss.
AEROPLANE: (Held down) Allows you to steer tighter, banked corners. Also causes fetching vapour trails from your wing tips. Double taps on the R button will produce a vertical loop-the-loop with the Analogue in the neutral position or a barrel role with the Analogue in either hard left or hard right.

Top-C
Changes the view: close in, medium, far out. N64 recommends the last-named.

Right-C
Alternates between a speedometer or track map in single player and turns the track map on and off in multiplayer.

Bottom-C
Turns 'co-pilot' warnings on or off in single player. Switches between a race timer and a banana counter in multiplayer.



THE BOSS (second time around)

The second race with the boss can be complicated by falling rocks (Dino Domain) or ramped-up boss power-ups (Sherbet Island). However, the main problem is that the boss fellas just move a whole lot faster than before. Once you've managed to beat him though, you've earned yourself a piece of…

THE WIZPIG AMULET

Four quarters to collect – one from the final boss of each world. Once you have all of them, the huge stone Wizpig in the main canyon of Adventure Island will open up, allowing you to access…

THE FIRST WIZPIG RACE

…The first race with Wizpig. This is a (fairly) simple Kart affair around a semi-ruined race track. In a thunderstorm. Excellent rain effects, used here.

Anyway, if you make full use of every Zipper, you'll beat Wizpig and…

THE 'FIRST' ENDING

Sit back and enjoy the end sequence. But hold on, what's this? This isn't the end at all!

PREPARE FOR TAKE OFF!

OK, you've beaten Wizpig for the first time. Game over? We think not – just take a look at the end sequence for a clue as to where Wizpig's gone and the best way to get after him.

However, getting to *Diddy Kong*'s final world isn't simply a case of working out where to go: first of all you've got to earn the right to go and this revolves around the Grand Prix mode.

Amulet and onwards

Once you've got the one quarter of the Wizpig Amulet for a world, you'll have beaten each track twice. This puts you in an excellent position to drive up to the empty trophy cabinet in one of the world's anti-rooms and enter the trophy challenge.

The trophy challenge

This works much like the cup system in Mario Kart. You race on the World's four tracks in order, against seven other racers. Points are awarded 9, 7, 5, 3, 1 for places 1st to 5th and after four races the racer with the most points wins the cup. The difficulty is, that if you mess up one race there's no way of restarting, except to start the whole series again.

Golden trophies

Win first place on each of the Trophy Challenges and your four Gold Trophies will appear on the noticeboard down by the beach. You're now in a position to get to Diddy Kong's fifth world.

DON-KEY!

Diddy Kong Racing has four battle modes, one for each of the Worlds on Adventure Island. Each of them is different, although they share some common themes. Beating them is also important for advancement later in the game.

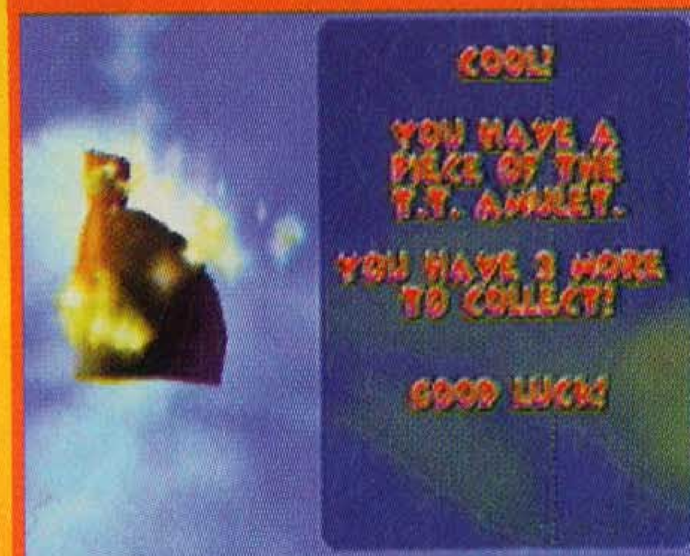
Find the key

Each battle mode is hidden behind a locked door in one of the World's anti-rooms. The key to the door is hidden on one of the World's four tracks. Once you've found it, simply run over it and finish the race – you do not have to finish first.

The battles

Enter the opened Battle Mode door and beat the battle mode. Taj will fly down if you win and give you a quarter of the TT Amulet.

The TT Amulet



Beat all four Battle Modes to complete the TT Amulet – this must be complete before you can run the second race with Wizpig.

THE FINAL FRONTIER

Diddy Kong's fifth World is slightly more simple than the four on Adventure Island. We've put the details in mirror writing for those of you who don't want to know just yet.

Normal race

Win each of the four tracks. In practice this has to be done in order because of the number of Balloons you need to enter them

Silver Coin Challenge

Once the fourth course is beaten in Normal, the Silver Coin Challenges start. Again, these must be completed in order.

Final race with Wizpig

You're in an aeroplane this time, racing around a moon-based space-station. It's hard but if you win…

You've finished the game! Except of course, you haven't.

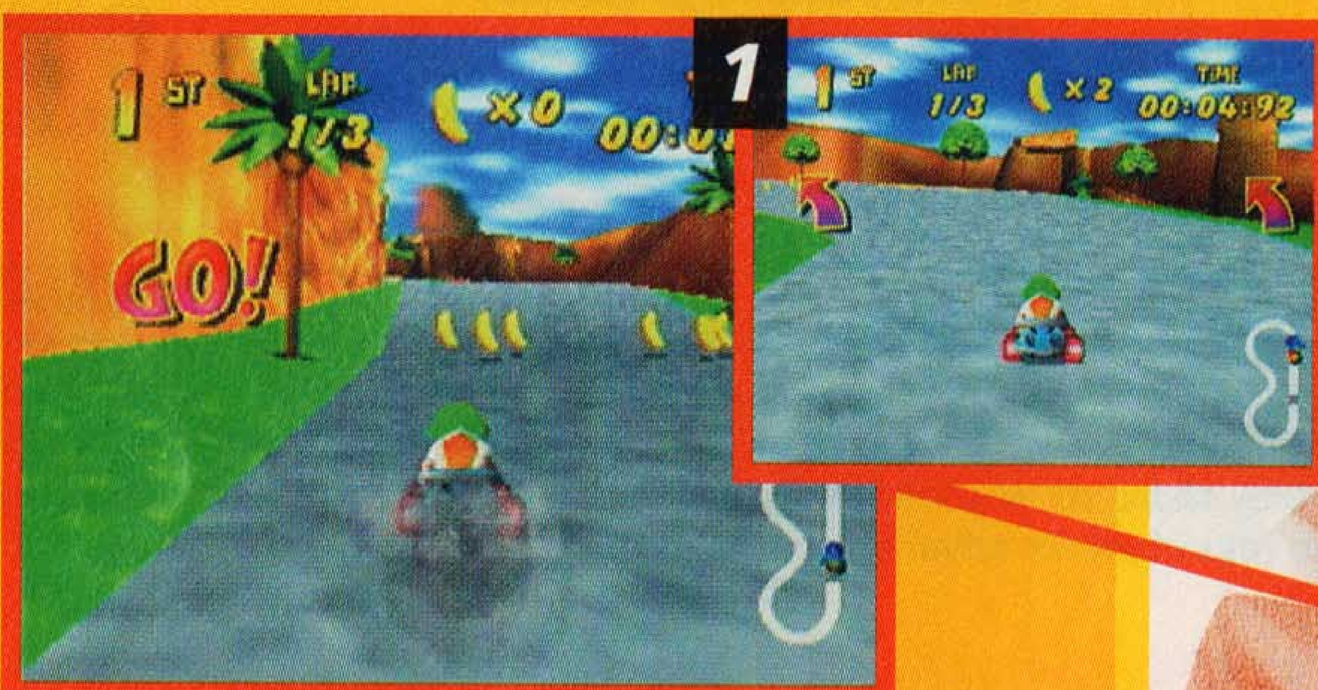
GO! GO!

Dino Domain

ENTRANCE: *Up the ramp from the centre of Adventure Island*
BALLOONS TO ENTER: *1*
GRAPHICS: *A prehistoric-themed world, Dini Domain has fairly simple tracks embellished with some fantastic extras. The wandering Brontosaurus is a particular highlight, as are the Pterodactyls and the bubbling, sputtering lava rivers.*
INFORMATION: *It's the easiest of the five Diddy Kong Worlds, so you should polish off Dino Domain in no time at all. Its three kart tracks provide the perfect setting for some intensive Time Trial action.*

Ancient Lake

Vehicle: Kart
Vehicles available on completion: Kart, Aeroplane, Hovercraft
Balloons to enter: 1
Balloons to enter Silver Coin Challenge: 6
Time Trial to beat: 54:02



1 There are two groups of three bananas just after the start which should be collected on successive laps. The Power-Up line-up just beyond will give you a speed-up.

2 The Zipper allows a short-cut picking up a speed-up balloon. On Time Trials take this bend properly on the first lap to pick up bananas.

3 Shooting the Bronto will force him out of your way and, hopefully, into the path of your opponents. There's a Zipper at the end of the bend to take you over the start/finish line.

Fossil Canyon

Vehicle: Kart
Vehicles available on completion: Kart, Aeroplane, Hovercraft
Balloons to enter: 2
Balloons to enter Silver Coin Challenge: 7
Time Trial to beat: 1:30:00

1 Take the Zipper near the start and aim for the next one at the start of the bend. Line yourself up carefully and you'll be able to hit another just off the track and jump over the lake, cutting the corner.

2 Leaving the tunnel you'll see a Zipper. Do a skid turn to drag your back wheels on to it and lift off the accelerator for maximum boost.

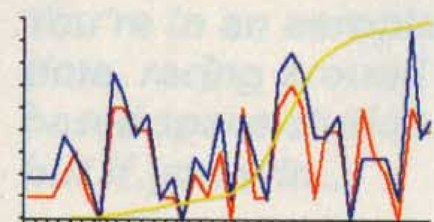
3 The left-hand branch is quicker but harder to drive and with fewer power-up options. The only reason not to take it, though, is during the Silver Coin Challenge.

A STATISTICIAN WRITES...

One of the problems with *DKR* is that its difficulty doesn't rise steadily from beginning to end. Some tracks you'll polish off ludicrously easily and others (especially plane-based Silver Coin Challenges, it seems) seem to take a day of trying and failing.

N64 Magazine's Science Staff have examined the variations in difficulty over the game and come up with the following analysis. For each track the combined difficulty of the straight race and the Silver Coin Challenge is given a difficulty rating from 1 to 10, along with all the other Trophy Races and Boss Challenges. These are then presented in the order they must be undertaken to complete the game both in normal (Adventure One) and mirror (Adventure Two) conditions.

Admittedly, the event order presented below is slightly simplified – it's not quite possible to complete the game on a world by world basis. However, only mild deviations are needed to provide the correct number of Gold (or Platinum) balloons and the graph below is a good indication that the game's difficulty oscillates wildly from event to event and does not (as would be ideal) build to a final pitch.



KEY
Red line: Adventure 1
Blue line: Adventure 2
Yellow line: Ideal

Hot Top Volcano

Vehicle: Aeroplane
Vehicles available on completion: Aeroplane, Hovercraft
Balloons to enter: 5
Balloons to enter Silver Coin Challenge: 10
Time Trial to beat: 1:30:65

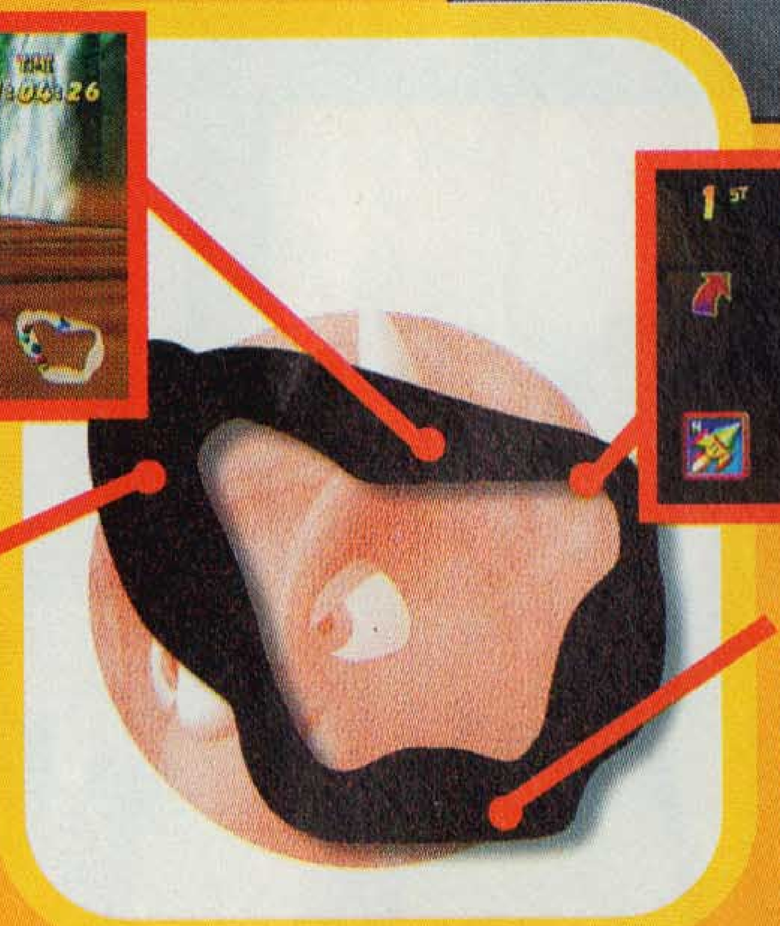
1 The first tip here is to take the narrower of the two routes at this point. It's a quicker route for one thing and it guarantees you at least three bananas.

2 Come over the brow of the hill and head for the first Zipper. Careful steerage to the left will earn you a whole row of bananas. Be careful not to hit the over-hanging arch, though.

3 Round this corner and assess the situation. There are two Zippers one after another but you might need to skirt around the Bronto if you want to use them.

Jungle Falls

Vehicle: Kart
Vehicles available on completion: Kart, Aeroplane, Hovercraft
Balloons to enter: 3
Balloons to enter Silver Coin Challenge: 8
Time Trial to beat: 1:05:00



1 From the start, keep close to the left wall and use the Zipper. There's another on the apex of the next corner which you can use to jump the lake.

2 Keep things tight in the tunnel and prepare to hit the Zipper to the left as you exit. Keep left and head for the dino skeleton.

3 The dino skeleton has a Zipper hidden in its skull. Its power should be enough to take you over the start/finish line.

Trophy Race

VEHICLE: Kart/Aeroplane

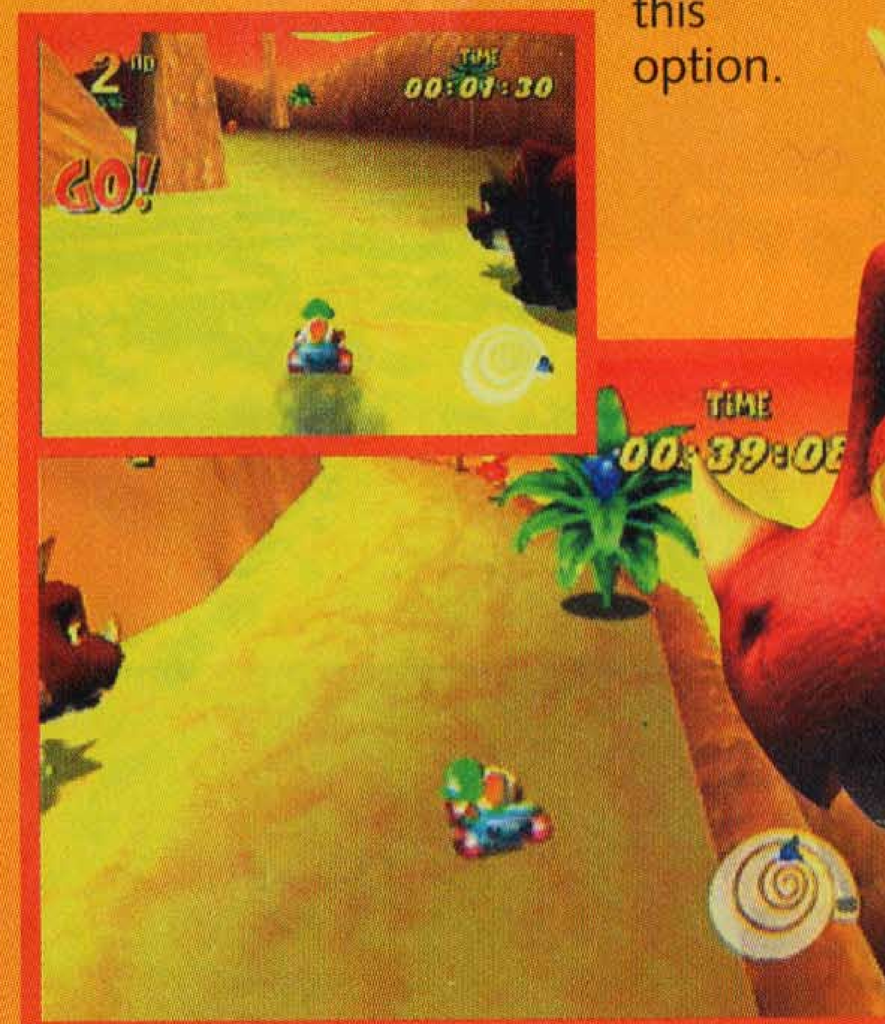
There should be no problems winning gold on Dino Domain's Trophy Race, and you should find yourself with a maximum 27 points going into the final and hardest Hot Top race.

Fire Mountain Battle

KEY LOCATION: Ancient Lake, on a ramp on the right-hand side just after the start.
VEHICLE: Aeroplane
OBJECT: Collect eggs from the central nest and transport them back up to your own. The first player to hatch four successfully is the winner.
N64 ASSESSMENT: Oh dear. The idea is to shoot down your opposition using the power-up balloons as a source of missiles. The best tactic, though, is just to concentrate on collecting eggs, making the whole exercise rather dull.

Boss

TRICEROTOPS RACE
A speed start is essential. If you hit the first speed-up balloon, you can stay ahead of your dino chum for the entire race. Halfway up the course, hidden behind a clump of bushes is a shortcut. You'll need keen control of your kart to get in and out of it smoothly – if you can't manage it, don't bother using this option.



Difficulty (scale 1-10)

Event	Ad1	Ad2
Ancient Lake	2	3
Fossil Canyon	2	3
Jungle Falls	2	3
Hot Top Volc.	3	5
Tricerotops Boss	4	4
Trophy Race	2	3
F. Mount.Battle	1	1
Everfrost Peak	6	8
Walrus Cove	6	7
Snowball Valley	5	5
Frosty Village	5	6
Walrus Boss	2	2
Trophy Race	2	3
Icicle Pyramid	1	1
Whale Bay	3	4
Pirate Lagoon	2	3
Crescent Island	4	6
Treasure Caves	1	2
Octopus Boss	6	6
Trophy Race	2	4
Dark. Be. Battle	2	2
Boulder Canyon	6	8
Green. Village	7	9
Windmill Plains	6	8
Haunt. Woods	2	5
Dragon Boss	5	5
Trophy Race	5	6
S. Castle Battle	1	1
Wizpig Race 1	6	4
Spacedust Alley	4	4
Dark. Caverns	3	4
Star City	1	2
Space. Alpha	6	10
Trophy Race	5	5
Final Wizpig	5	6

GO! GO!

Snowflake Mountain

ENTRANCE: *From the snow-covered ledge in the centre of Adventure Island*
BALLOONS TO ENTER: *2*
GRAPHICS: *A snow covered winter wonderland, Snowflake Mountain makes use of Rare's wonderful snow shower effect. The background detail is superb – beautifully transparent icicles hang from every available nook and cranny – and just looking at the screen is enough to make you feel chilly.*
INFORMATION: *The only way to get to the Snowflake Mountain tracks is in the aeroplane (Rare teaching you how to change vehicles from an early stage). There are some top tracks in this world with Everfrost Peak a tricky plane example, Walrus Cove requiring some precise driving and Snowball Valley providing great bursts of high adrenaline fun.*

ZIPPERS!
Like in the original SNES *Mario Kart*, if you drive over these chaps (or through them in their ring form with your plane),

they'll give you a massive speed boost (zip). However, there are a number of subtleties:

1) The power-surge will be longer if you hit the Zipper with your accelerator off. Big zips are denoted by a green tail light and shorter

ones with a purple one.

2) Big zips will last for longer than purple ones but can be shortened by pressing the accelerator. If you

want to get the biggest zip possible, hit the Zipper with no accelerator and only put it back on when the green zip light has faded to smoke.

On the harder tracks, Zippers are placed off the racing line or on the opposite side of the exit to a corner. To win races you'll need to hit as many of

Everfrost Peak

Vehicle: Plane
Vehicles available on completion: Kart, Plane, Hovercraft
Balloons to enter: 2
Balloons to enter Silver Coin Challenge: 10
Time Trial to beat: 1:31:21

1 Collect three bananas on the first bend and then aim upwards for this Zipper. You can use it to take you right around the next corner, but hold left to keep your time down.

2 Decide early whether you're going under or over this arch – indecision leads to a crash. There are easy bananas underneath which prove vital in Silver Coin and Trophy Races. Pull up to enter the tunnel.

3 The Zipper in the tunnel is best used with the accelerator on – there's not enough room to cope with it at max power.

4 Take plenty of bananas getting around to here. The Zipper will take you over the start/finish line.

Walrus Cove

Vehicle: Kart
Vehicles available on completion: Kart, Hovercraft
Balloons to enter: 3
Balloons to enter Silver Coin Challenge: 11
Time Trial to beat: 2:31:23

1 Pick up the bananas in the first short tunnel and collect the speed-up just before the loop. Use the speed-up after the loop and collect the bananas in the next little tunnel as well.

2 Skid-turn around the corner leading to this straight and hit the two Zippers one after another.

3 This shortcut will win you the race. The Zipper half-way along makes it tricky to stay on the track but it can be done.

Snowball Valley

Vehicle: Kart
Vehicles available on completion: Kart, Hovercraft
Balloons to enter: 6
Balloons to enter Silver Coin Challenge: 14
Time Trial to beat: 1:21:05

1 On the first lap you should take the right branch and pick up the nine easy bananas. For the second and final lap go this way: it's a mite quicker.

2 There are two tactics here. If you hit the Zipper, it's difficult to pick up the speed-up and steer up the valley so you could…

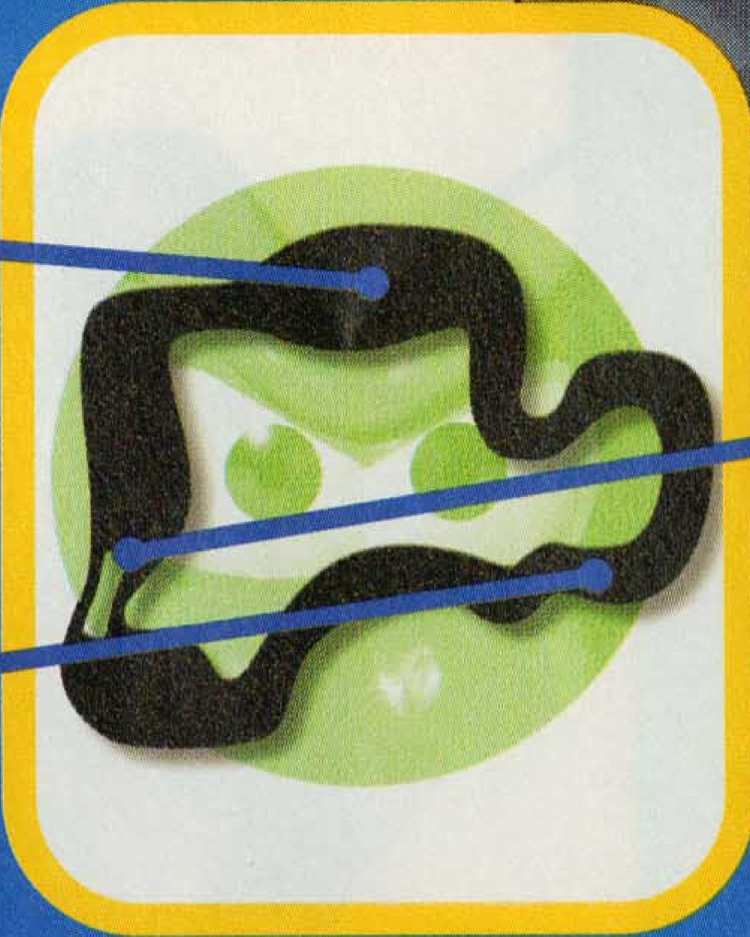
3 …miss the Zipper, and use the power-up to boost up the hill. On the left and right are bananas and speed-ups. Collect these on successive laps.

Frosty Village

Vehicle: Kart
Vehicles available on completion: Kart, Aeroplane, Hovercraft
Balloons to enter: 9
Balloons to enter Silver Coin Challenge: 16
Time Trial to beat: 2:22:26

1 Hit the first power-up and choose your arch under the bridge. The right one is quickest but also the most difficult.

2 Learn this section. There are two Zippers to find in the mist.



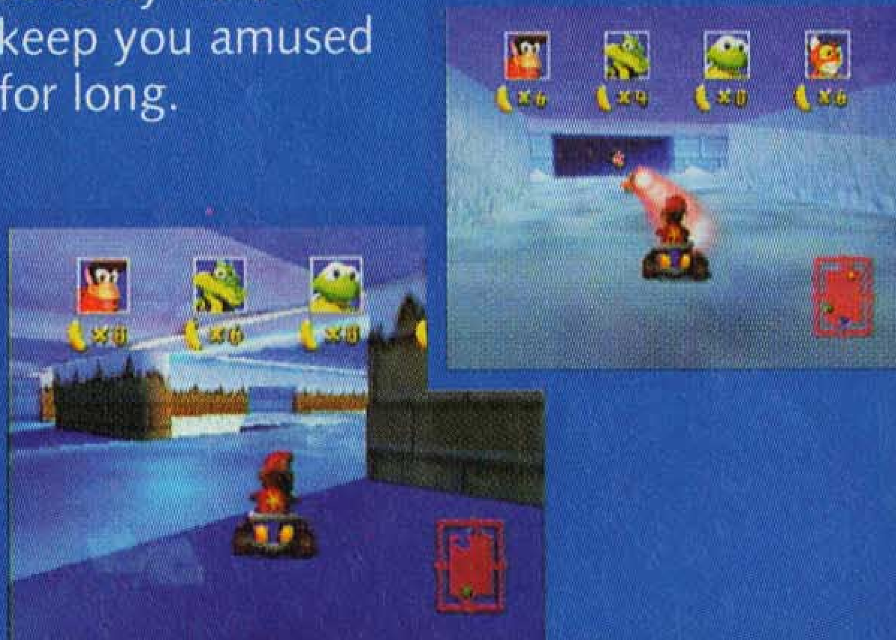
3 Once you leave the mist section, this race becomes a bit of banana bonanza. You should aim to collect 11 by the time you've passed the line.

Trophy Race

VEHICLE: Kart/Aeroplane
Snowflake Mountain makes a difficult start and you'll have to ensure a good banana count if you're going to keep up with the mysteriously fast front three. Frosty Village and Walrus Cove are fairly plain sailing but the rough and tumble of Snowball Valley can prove tricky. The tip here is to go right at the start and collect as many bananas as possible. Your speed throughout the rest of the race should then be sufficient to keep you in contention.

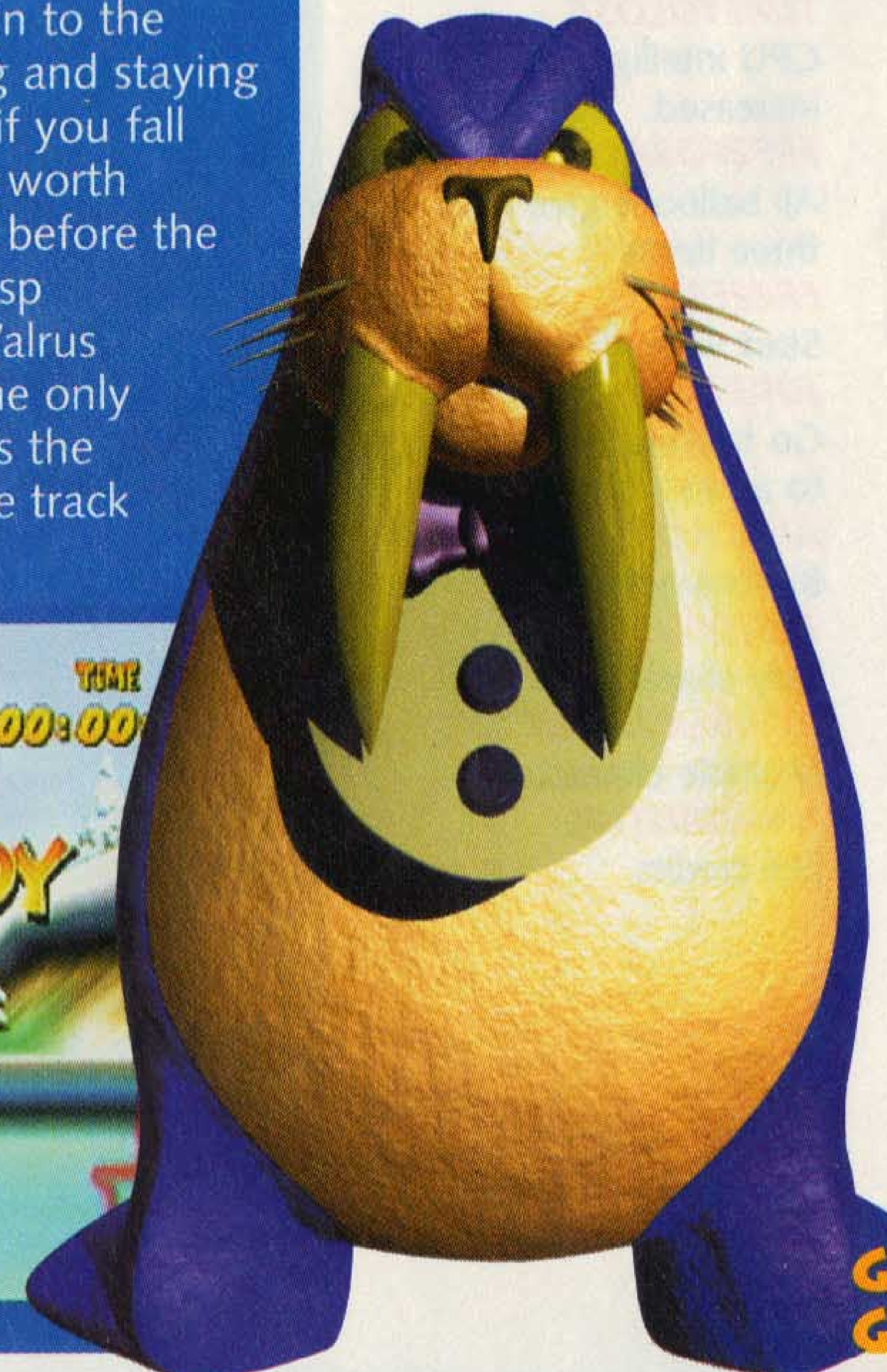
Icicle Pyramid Battle

KEY LOCATION: On Snowball Valley take a sharp right just after the start and continue at right angles to the track. The key is in a little niche on the left.
VEHICLE: Kart
OBJECT: Start with eight bananas and aim to be the last person surviving. Each time you hit an opponent with a missile, they lose two bananas and when they have none left, they're out.
N64ASSESSMENT: It's a straight rip-off of *Mario Kart*'s battle mode, minus most of the power-ups but with the full quota of boredom. There's just not enough subtlety here to keep you amused for long.



Boss

WALRUS RACE
The easiest boss race is a simple downhill top of the mountain to the bottom affair. Again, getting and staying ahead is a useful tactic and if you fall too far behind, it's probably worth restarting. Red balloons just before the finish line give you a last-gasp chance to slow down the Walrus if you're just behind him. The only speed-up you should need is the one in the near centre of the track about half-way down.



these as possible, and the best technique to perfect is the two-wheel corner (see page 34). Rather than pulling 90° turns, however, the idea is to modify the two wheeler to pull the back end of your kart or plane through the Zipper, moving as little off the racing line as possible. The key is to use only tiny brake touches but it's dashed difficult…

MINE'S A TAJ ONE
Early on the game, when you're wandering around minding your own business, your blue elephant pal Taj will come up to you and challenge you to one of three island races. There's one race each in the kart, plane and hovercraft and, although the routes are fairly simple, floating Nintendo N signs mark where you're meant to go.

The Taj challenges are Rare's way of introducing you to each of *DKR*'s three vehicles, and for each success you have, you'll be awarded a Golden Balloon. It's a nice idea in principle, but we'd already had successful races in all three vehicles before Taj made his final appearance.

GO! GO!

Sherbet Island

ENTRANCE: *On the small island off the coast of Adventure Island*
BALLOONS TO ENTER: *10*
GRAPHICS: *The wave and water effects really do rival* Wave Race *and they are just another little detail Rare are prepared to chuck in, just as an 'extra'. The four tracks in Sherbet Island alone show more graphical splendour than most games can hope for in their entirety.*
INFORMATION: *Take the hovercraft or plane out to Sherbet Island. The Hovercraft tracks here are fun and fairly easy but it's really only the kart track on Crescent Island that provides any serious Time Trial action. It's a pretty tricky Silver Coin Challenge as well.*

LOADS OF CODES
Each time you finish *Diddy Kong*, as the very last credit roles away, a new game code is flashed on the screen. Codes are entered at the options menu and you can have a whole load active at once. The ones we've found so far are:

OFFROAD
Four wheel drive karts
BOGUSBANANAS
Bananas power-down vehicles
VITAMINB
Bananas regenerate
BLABBERMOUTH
Horn plays voice sample
JOINTVENTURE
Play Adventure Mode in two-player
BODY ARMOR
All balloons are yellow
OPPOSITESATTRACT
All balloons are magnets
TOXICCOFFENDER
All balloons are green
BOMBSAWAY
All balloons are red
ROCKETFUEL
All balloons are blue
BYEBYEBALLOONS
All weapons disabled for computer
NOYELLOWSTUFF
Bananas do nothing
ZAPTHEZIPPERS
Zippers disappear
TIMETOLOSE
CPU intelligence increased.
FREEFORALL
All balloons give level three items
FREEFRUIT
Start with 10 bananas
JUKEBOX
Go to Audio Options to access music test.
ARNOLD
Big characters
TEENYWEENIES
Tiny characters
DOUBLEVISION
Multiple characters
WHODIDTHIS
See credits

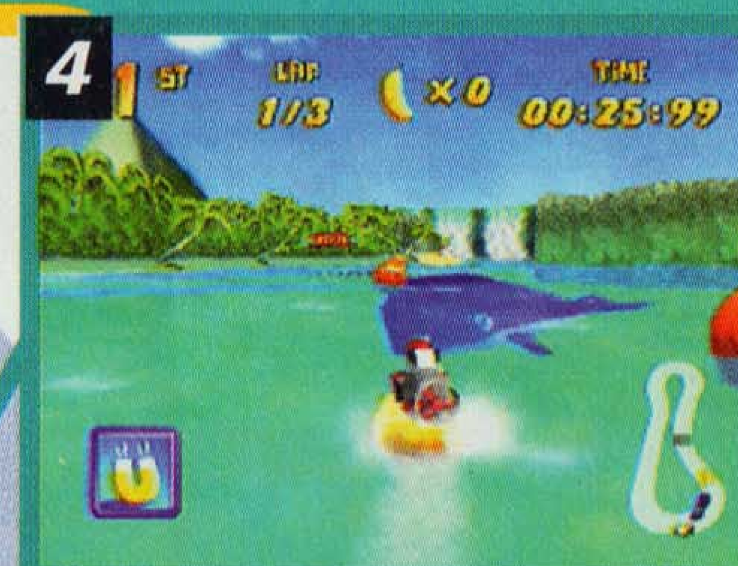
Whale Bay

Vehicle: Hovercraft
Vehicles available on completion: Hovercraft
Balloons to enter: 10
Balloons to enter Silver Coin Challenge: 17
Time Trial to beat: 1:31:21

1 There's a Zipper to the right of the start but there are problems: it's difficult to get to it from your start on the left, and you'll need some sharp bounce cornering to get round the bend.

2 Take the Zipper and head for the whale. As you get to its head and it rises out of the water, bounce to get on to the ship and shortcut the corner.

3 Bounce around the corner to go through this Zipper straight on. If you're not careful here, you'll just fling yourself straight into the wall around the corner.



4 The only problem to avoid in the start/finish straight is an unfortunate collision with one of these smiling buoys. Heading right here gives you a miniature shortcut as well.

Pirate Lagoon

Vehicle: Hovercraft
Vehicles available on completion: Hovercraft
Balloons to enter: 13
Balloons to enter Silver Coin Challenge: 20
Time Trial to beat: 1:34:48

1 A nice boost start at the beginning will put you ahead of the field, allow you to pick up a power-up and line you up nicely for the Zipper. The only problem with this is the sharp turn straight after – keep the accelerator on through the Zipper and bounce turn around.

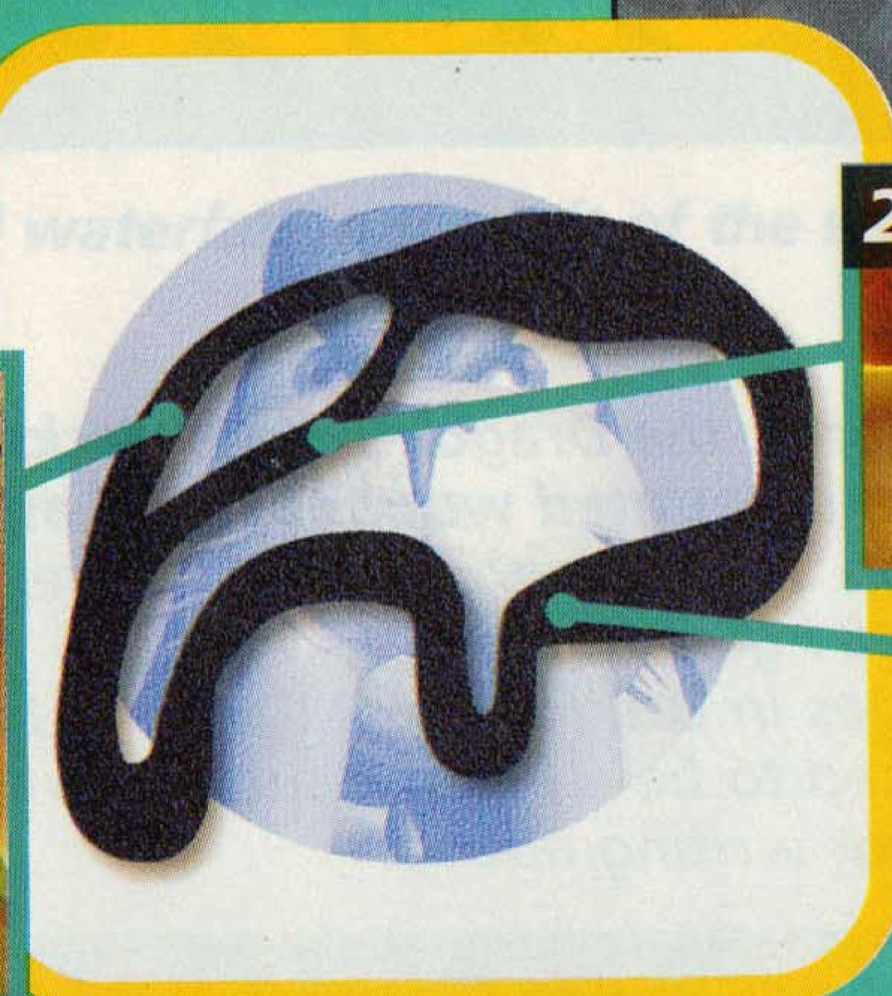
2 Out of the tunnel, use the wall to guide you around this corner. If you can pick up the row of bananas as you do it, so much the better.

3 Take the final Zipper and head for this jump. A bounce just as you reach it should make up for any inaccuracy and ensure you get over safely.

Crescent Island

Vehicle: Kart
Vehicles available on completion: Kart, Hovercraft
Balloons to enter: 11
Balloons to enter Silver Coin Challenge: 18
Time Trial to beat: 1:57:98

1 The left-hand branch here is the fastest because of its extra Zipper. Take this route on laps 1 and 3.



2 On the second lap, though, take the right-hand branch and pick up the extra bananas.

3 The pirate ship is one of the game's highlights. Look at the big Nintendo N on the sails. Superb.

Treasure Caves

Vehicle: Kart
Vehicles available on completion: Kart, Aeroplane, Hovercraft
Balloons to enter: 16
Balloons to enter Silver Coin Challenge: 22
Time Trial to beat: 1:25:05

1 The start of the race is a bit of a scrum. Go left to pick up three bananas then dive right to hit the Zipper and pick up some more.

2 A good power slide here will harvest you some more bananas and put you in position to take the Zipper.

3 It's not worth missing the Zipper to pick up the bananas in here but there are still some you can get.

Trophy Race

VEHICLE: Kart/Hovercraft

With the first two (hovercraft) races the easiest, the pressure's off by the time it comes to the trickier Crescent Island. Safe in the knowledge that Darkwater Caverns is one of the easiest tracks in the game, a placing on CI should see Gold comfortably assured.

Darkwater Beach Battle

KEY LOCATION: Crescent Island, in a little cave on the seaward side of the left hand branch just after the start.
VEHICLE: Kart
OBJECT: Start with eight bananas and aim to be the last person surviving. Each time you hit an opponent with a missile, they lose two bananas and when they have none left, they're out.
N64 ASSESSMENT: This is another straight battle and it's a little better than Icicle Pyramid. There's still not really enough going on, though.

Boss

OCTOPUS RACE
Probably the trickiest boss race, you've got to beat the Octopus over three laps of his basically circular course. As always, it's best to get ahead and thus avoid his mines (bubbles the second time around) but often it comes down to crafty use of a homing missile just before the finish line.

GO! GO!

N64 SECRETS SERVICE

Drumstick the Turkey is *DKR*'s first hidden character. (*Drumstick the Turkey? What next? Rump Steak the Cow? Mini Kiev the Chicken?* – Ed) He's well hidden, but if you imagine he's a prince who's fallen foul of an evil witch, that should give you a clue as to where to look. If you've really tried and can't find him the answer's cunningly encrypted below.

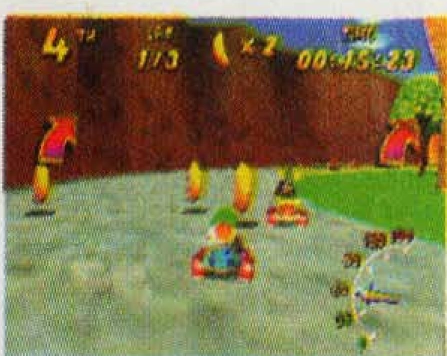
One of the frogs jumping around the pond in Adventure Island has a little crest on his head. Run over him to release Drumstick.

The second secret character is TT. He's a super-fast chap with similar handling to *Diddy* or any of the mid-range characters. The only way to get him is to beat all the Time Trial times – if you've completed the game in Adventure One and Adventure Two, this shouldn't prove too taxing. If we'd known about TT before we started Adventure Two, things would have been a lot easier.

Dragon Forest

ENTRANCE: Behind the left hand waterfall to the left of the stone Wizpig in the centre of Adventure Island
BALLOONS TO ENTER: 16
GRAPHICS: Another graphical tour-de-force, the Dragon Forest tracks take a medieval/fantasy theme, with dragons and haunted woods as well as timber-framed villages and castles forming the backdrop. Another world that, alone, surpasses the graphical achievements of many other N64 games.
INFORMATION: The Silver Coin Challenges in Dragon Forest are the toughest in the game. The entrance to Dragon Forest is supposed to be a bit of a secret, but we're sure **N64** readers won't have to decipher the mirror writing above.

BANANERGY!
Bananas are scattered liberally around *Diddy Kong*'s courses, and the more you can pick up, the faster you'll be able to go. (Rather like the coins in *Super Mario Kart*, then.) If you get hit by a missile or run over a mine or other defensive put-down, you'll drop two bananas and leave them free for other racers to pick up.
In practice, bananas are never really an issue in Adventure Mode. However, to get really fast time trial times, you'll need to pick up a maximum number on your first lap and continue collecting in your second two.



SHORTCUT!
For multiplayer and time trial racing, Rare have included a handy track select option which allows you to pick races from a menu rather than having to drive to them in Adventure Island. The only catch here is that tracks only become available in the Tracks menu after you've gained access to them in Adventure Mode.

Boulder Canyon

Vehicle: Hovercraft
Vehicles available on completion: Hovercraft
Balloons to enter: 20
Balloons to enter Silver Coin Challenge: 37
Time Trial to beat: 2:18:80

1 Pick up a speed-up from the start and use it straight away. Pick up the first speed-up, use it and pick up the next. Use this one to power up the hill in to the castle complex.

2 Enter the castle over the drawbridge and jump to ring the bell. This raises the drawbridge behind you, making things tricky for anyone following behind.

3 Take the left-hand branch above and you'll end up a little further ahead. Use the final Zipper with care and bounce turn around the final corner.

Greenwood Village

Vehicle: Kart
Vehicles available on completion: Kart, Hovercraft
Balloons to enter: 17
Balloons to enter Silver Coin Challenge: 24
Time Trial to beat: 2:06:66

1 Zoom straight on from the first Zipper and take the next one just behind the well. On one lap, it's worth dropping down the well for a banana rich shortcut. However, you'll have to brake hard to get in and it's probably not worth doing it every lap.

2 The slowest section of the course where even the bananas are tough to pick up. It's worth saving a speed-up for this bit. Take a right at the end and keep close to the wall for the next Zipper.

3 This sharply twisting complex demands some good skid turning and a good eye. You can pick up nine bananas here but you must hit both Zippers.

Windmill Plains

Vehicle: Plane
Vehicles available on completion: Kart, Hovercraft, Plane
Balloons to enter: 16
Balloons to enter Silver Coin Challenge: 23
Time Trial to beat: 2:27:86

1 You should aim to pick up five bananas and a speed-up along the opening straight. Try also to dump an oil slick at the mouth of the Zipper as you fly through.

2 There are plenty more bananas to be harnessed here, but make sure you still make this Zipper. For some reason your computer opponents in this race seem to be super speedy.

3 This final Zipper is a bit out of the way but the advantage is your opponents don't take it. Just make sure you're in good enough shape to fly into the tunnel okay.

Haunted Woods

Vehicle: Kart
Vehicles available on completion: Kart, Hovercraft
Balloons to enter: 22
Balloons to enter Silver Coin Challenge: 31
Time Trial to beat: 1:18:61

1 Go alternative ways around this loop on successive laps – you'll earn more bananas. As you exit the tunnel, follow the bananas onto the Zipper. Keep the accelerator on.

2 If all goes well, you should hit another Zipper to send you flying into the Haunted Woods. Banshee Boardwalk anyone?

3 Zip around this bend collecting bananas as you go and exit on either the right or the left. There's a Zipper on both sides of the track as you exit, just not in the middle.

4 Don't worry about these bananas, just about hitting the next Zipper in the tunnel. Catch it right and you should fly over the finish line at shoulder height.

Trophy Race

VEHICLE: Kart/Aeroplane/Hovercraft

Boulder Canyon can be a tricky race and what with Windmill Plains and Greenwood Village to come, you might want to consider only carrying on if you finish first or second in this first race. Luckily, Haunted Woods is easy and you should be able to rely on a full nine-pointer there.

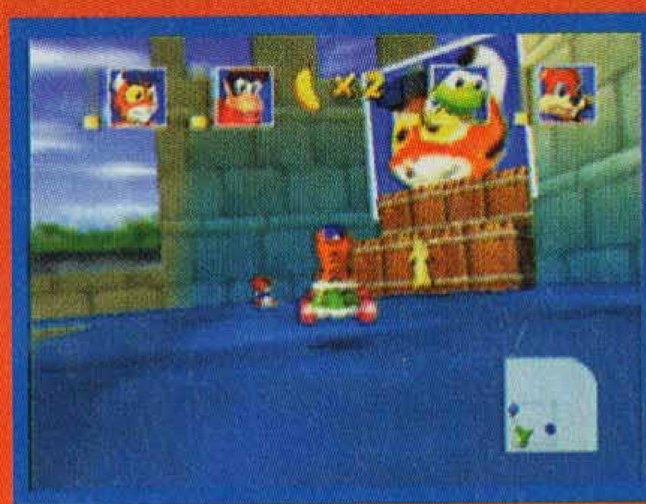
Smokey Castle Battle

KEY LOCATION: On Boulder Canyon, stop after the drawbridge in the castle and turn around. Hop to hit the bell and accelerate up the raised drawbridge. Using a power-up you'll be able to jump off it and land on a small ledge where the key is glinting quietly.

VEHICLE: Kart

OBJECT: The idea is to collect eight bananas in your treasure chest. You can pick up two bananas at a time from the castle grounds below and the idea is to shoot missiles at your opponents to make them drop their banana load.

N64 ASSESSMENT: Collecting bananas has seldom been so little fun. This time around there really is no point at all worrying about missiling your mates, just collect and fill as quickly as you can.



Boss

DRAGON RACE

The Dragon's breath causes your plane to stall and should be avoided. Get a power start and bide your time behind the Dragon until you come to the third clearing and the easy Blue Balloon. Use it immediately and boost past the dragon with your accelerator off. Repeat this on the second lap and you should be able to stay ahead of the Dragon for the rest of the race.

FAST START!

The boy got a flyer! The jump starts in *DKR* are tricky to master and come in two strengths – purple (weak) and blue (strong). To get a boost off the line, you need to wait until the "Get Ready" appears and press the accelerator just before "Go!" Press too early and you'll get nothing, press later and you'll get a Purple, and leave it to exactly the right moment and you'll get a Blue. Leave it too long, however, and you're back to nothing again.

UP, UP AND AWAY

The strange thing about *Diddy Kong* is that the maximum number of balloons appears to be a distinctly prime 47. Why haven't Rare rounded it up to 50, we wonder? Or are there some we haven't found yet?

For straight races on 20 tracks:	20
For Silver Coin challenges on 20 tracks:	20
'Loose' in Adventure Island:	4
Taj challenges:	3
Total:	47

Future Fun Land

ENTRANCE: No, we won't spoil that bit.
BALLOONS TO ENTER: 39
While the graphics are outstanding, and some of the laser effects truly out of this world, three of the Future Fun Land tracks are disappointingly easy to beat in straight and Silver Coin races. Spaceport Alpha, however, is a nightmare, especially in Silver Coin mode where it took N64 nearly a day and a half of solid play to finish.

Spacedust Alley

Vehicle: Plane
Vehicles available on completion: Hovercraft, Kart, Plane
Balloons to enter: 39
Balloons to enter Silver Coin Challenge: 43
Time Trial to beat: 2:28:90

The big shortcut underneath the elevated section gives you such an advantage, the rest of the field just don't stand a chance.

Darkmoon Caverns

Vehicle: Kart
Vehicles available on completion: Kart, Hovercraft
Balloons to enter: 40
Balloons to enter Silver Coin Challenge: 44
Time Trial to beat: 2:37:13

Two loop-the-loops enliven what's otherwise a fairly murky race around a planet's surface. Best to try and learn the track here.

Star City

Vehicle: Kart
Vehicles available on completion: Kart, Hovercraft, Plane
Balloons to enter: 42
Balloons to enter Silver Coin Challenge: 46
Time Trial to beat: 2:21:10

The section through Star City itself requires a succession of sharp right-angle turns. Rack up plenty of bananas on this track.

Spaceport Alpha

Vehicle: Plane
Vehicles available on completion: Kart, Hovercraft, Plane
Balloons to enter: 41
Balloons to enter Silver Coin Challenge: 43
Time Trial to beat: 2:22:15

Ahhhgh! If you think you've got full control of your plane, Spaceport Alpha might persuade you otherwise. The Coin Challenge is a nightmare.

Second Wizpig Race

The second (and final) race with Wizpig is another plane race, but this time without the aid of Zippers. The technique here is to keep hitting Wizpig with homing missiles to slow him up and using the very last power-up balloon to scoot past at the last gasp. Use a shield to make it through the throne room.

TT MODE

Wandering around in all five of *DKR*'s track Worlds is this enormous stopwatch. His name is TT and he's got two uses. Firstly, you can use him to monitor how much of the game you've completed (Trophies, TT Keys, bits of the Amulet etc). The second and more important use is for Time Trialing.

Use TT to turn the Time Trial mode on and you can race any of the tracks you have access to, first against ghosts of your own performance and then, when you've beaten the qualifying time, against your own ghost and TT. Yep, the big stopwatch boy holds all the lap records and he's a master at picking up bananas and using Zippers to get the best possible times.

My what a large one! I can't remember a game quite as expansive as *Diddy Kong Racing*. It's not the length of time it takes to complete (although it'll probably last you longer than the majority of N64 games), it's just that Rare have thrown so much into it. On top of kart racing, we've got hovercrafts and aeroplanes. Along with straight racing we've got Silver Coin Challenges and boss races. In addition to a vast one-player game, we've got four different battle games and extensive multiplayer options. We've not found Rare's kitchen sink yet, but we wouldn't be surprised if it was in there somewhere.

And as if re-thinking the whole racing game 'thing' wasn't enough, Rare have set a whole new standard for in-game graphics. Even the emptiest tracks positively bulge with background extras, from lumbering dinosaurs to beautiful timber-framed houses to wallowing whales. One of the finest little touches is the animation on the characters themselves. When they reverse, they do so one-handed with one arm over the back of their seat. In close races, they take nervous peaks sideways and behind to see which of their furry friends is catching them. Every game element appears at a resolution which rivals *Mario Kart 64* but seems to cram in twice as much detail Timber is on drugs, though.

△ Collision detection around the plane's wings is far from perfect.

The Adventure Racer tag is one Rare like, but is *Diddy Kong* really a whole new type of game? True, Adventure Island, Taj and the system of themed tracks go to make a novel way of stringing together a racing game. However, once you've collected the four balloons on the island, found the entrance to Dragon Forest and raced the three Taj challenges, Adventure Island becomes little more than an elaborate menu – a slow way of choosing which race you'd like to do next. This isn't to say that it's not good, it's just that to make a proper assessment of *DKR*, you've got to accept it for what it is: a racing game and a challenge to *Mario Kart 64*.

Oh, and did we have letters about *Mario Kart*. "You marked it far too highly." 'I finished it in an afternoon." "It's too easy." "There aren't enough tracks." "The multiplayer mode is a lottery – it's all down to which power-ups you get." And, yes, the truth of the matter is that *Mario Kart*'s strengths lie in its multiplayer and time trial modes – the rest is great (okay,

apart from the battle mode), it just doesn't last long enough.

Whether Rare admit it or not, *Diddy Kong Racing* is a concerted attempt to correct *Mario Kart*'s perceived faults – and in many respects it succeeds. *Diddy Kong Racing* is a superb one-player game with a lifespan that far exceeds any racing game to date. Best of all, the game's difficulty is achieved in largely novel ways. The three vehicles require three different driving styles and the Silver Coin Challenges are an infinitely better idea than going straight to a mirror mode or a super-fast set of CPU opponents. Boss races add variety, and even if in this part of the game Rare have run up a large originality overdraft, they're still lots of fun.

And even when you've struggled through the game the first time, plenty more awaits. Admittedly, Adventure Two is just the game repeated in mirror mode, but the coins in the Silver Coin Challenges have been placed in almost impossible places. The tracks you had difficulty with the first time around are a double nightmare in Adventure Two as their (non-reversed) layout seems indelibly imprinted on your mind.

And once you have completed Adventure Two, the Time Trials beckon. 20 tracks – normal and mirrored – give 40 times to beat, each in turn rising in difficulty. It's only really at this stage of the game that banana tactics come into play – to beat the game's ghosts you have to collect as many as possible as quickly as possible, throwing your normal racing lines out of the window but boosting your top speed beyond the standard 60mph on the second and third laps.

For those who wrote to complain about our *Mario Kart* review, *Diddy Kong* will be the perfect antidote. Similarly if you're unable to enjoy multiplayer gaming, you'll get far more enjoyment out of *Diddy Kong* than the weedy one-player Grand Prixs of *Mario Kart*. However, you'll have already seen we've given *Diddy Kong Racing* one percent less than *Mario Kart*. What's our problem, then?

The track layouts in *Mario Kart* are better. *Diddy Kong*'s look fantastic but not one of its 20 approaches the sheer racing brilliance of Mario Raceway, Royal Raceway or Frappe Snowland, to name but three. *Mario Kart* mixes entertainment tracks with some that test your racing ability to the limit. *Diddy Kong*'s tracks look fantastic but they haven't inspired us to week-long competitions for supremacy.

Krunch, Diddy, Bumper, Banjo, Conker, Tiptup, Pipsy and Timber? It's been a struggle for **N64** Magazine to find a *Diddy Kong* character that we're comfortable with. We've finally settled on Tiptup or (with Overton irony) Acid Casualty Timber, but they're the best of an uninspired bunch. Each member of **N64** has a nominated *Mario Kart* character – we never dream of playing as anyone else. *Diddy Kong* has not inspired us to this level of commitment.

Finally – and most controversially – we don't like the multiplayer game much. The big problem for us is exactly what some people tend to dislike about multiplayer *Mario Kart*.

Because *Diddy Kong*'s power-ups run on a pre-ordained system, there's absolutely no element of chance in races; the racer who makes the fewest mistakes wins. Sounds good in theory, but the world's most popular real-life games are great because of the role chance can play; underdogs can triumph, Leicester can win the Coke Cup, British tennis players can reach the quarter finals at Wimbledon. The better life's randomness is reflected in your game, the more you'll enjoy it. In this respect *Diddy Kong Racing* is just a tiny bit soulless. We like the random element in *Mario Kart*.

But it would be stupid to dwell on negatives – we've highlighted them only because of the inevitable *Mario Kart* comparison. As with any game scoring this highly, *Diddy Kong Racing* would be a fine addition to anyone's games library. You'll play it until you've wrung every last reward out of what must be the N64's most sprawling title to date. Rare have built another brilliant game, but this time fallen a smidgen of a cart's breadth from 'Classic' status. Buy it, and the controversy can begin in earnest.

JAMES ASHTON

△ *Wander up to TT at any stage and he'll give you your game status. 'Finished' in this case.*

Skid corner around the mean streets of Star City. ▷

Multiplayer modes

Because *Diddy Kong Racing* is such a monstrous one-player game, N64 Magazine has had less time than we'd like to investigate the multiplayer opportunities. However, the feeling is that *Diddy Kong* fails badly in the multiple joystick stakes. The battle modes (which are a disappointment in single-player) leave no room for tactical subtlety and are enormously uninvolving. Multiplayer races too lack the edge-of-the-seat tension of *Mario Kart*'s. It seems that the structure of *DKR* races, with their fixed and rather limited power-ups, just don't allow for the same tactical subtleties to develop. And when you know exactly what power-up you're about to pick up, there are no surprises either.

TWO PLAYER RACE

Choose your number of opponents (up to six) and battle it out on the track of your choice.

TWO PLAYER TROPHY RACE

Participate in a Mario Kart-style Grand Prix over four tracks.

THREE OR FOUR PLAYER RACE

No CPU opposition, just you and your friends on the track of your choice.

THREE OR FOUR PLAYER TROPHY RACE

Another Grand Prix over four tracks but this time without any CPU opposition.

FINISHED!

DKR is a mammoth game. Getting to the fifth world and beating the final Wizpig race took about a week of play. Beating the whole thing again in the Platinum balloon mode took another seven days, with two races in particular taking a day each to

conquer. The final challenge – beating all the TT times – only took a day, but that was because we'd played the game to death by then.

None of us can remember a racing game with such a one-player lifespan. When you add in the multiplayer modes, *DKR* must be the best-value game that the N64 has to offer.

9 VISUALS

Rare have the keys to Nintendo's box of tricks. Rivals anything seen to date.

9 SOUNDS

Loads of speech and music which spontaneously remixes itself. Brilliant.

8 MASTERY

Technical brilliance but you'll recognise far too many elements from other games. The originality is in the quantity and structure.

9 LIFESPAN

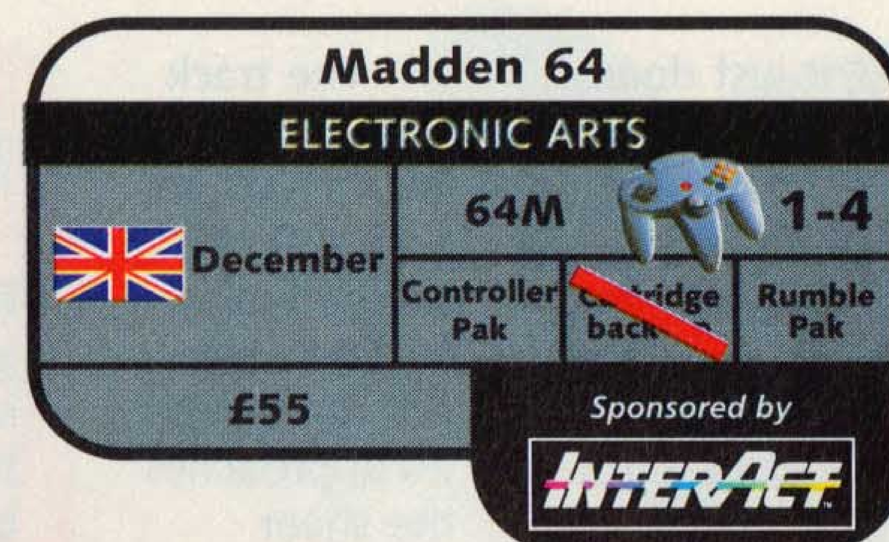
Unsurpassed as a racing game. *Diddy Kong Racing* ends way over the horizon.

VERDICT

***Diddy Kong* corrects the faults of *Mario Kart* but develops new ones of its own. It's a brilliant game, but somehow we still love Mario, Luigi and the gang just a tiny, tiny bit more.**

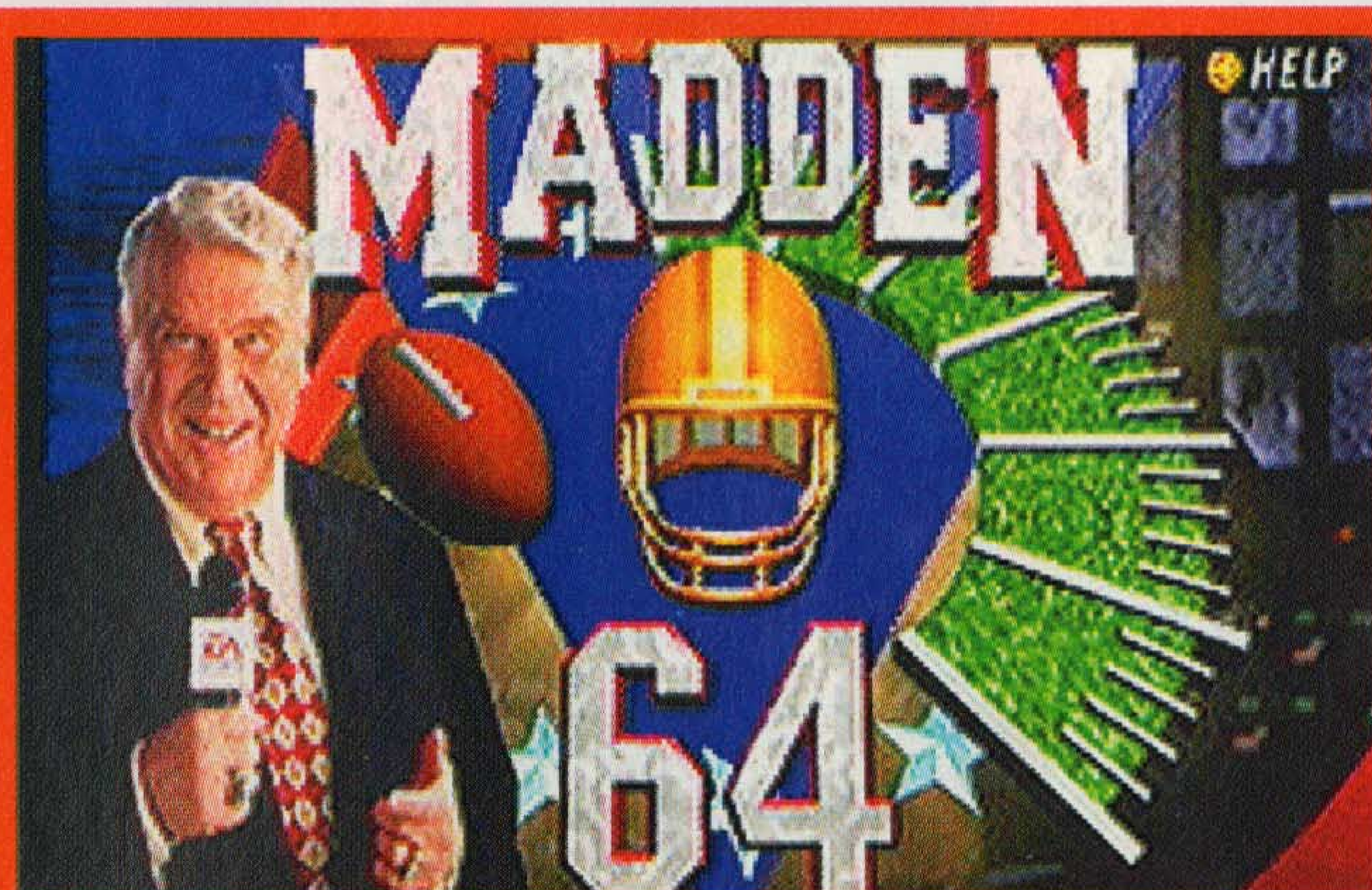
90%

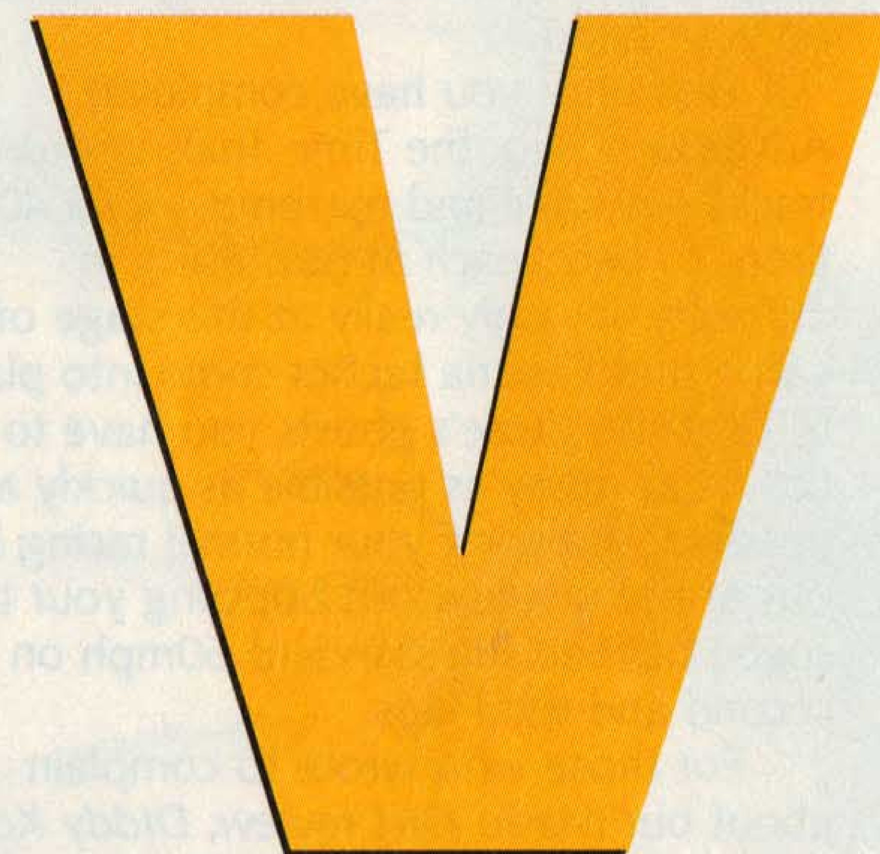
It's Superbowl on the Nintendo 64!



MADDEN 64 V

Two great behemoths slug it out for the title of best American football game in our exhaustive helmet-to-helmet test.





Madden arrives in some style on the Nintendo 64.

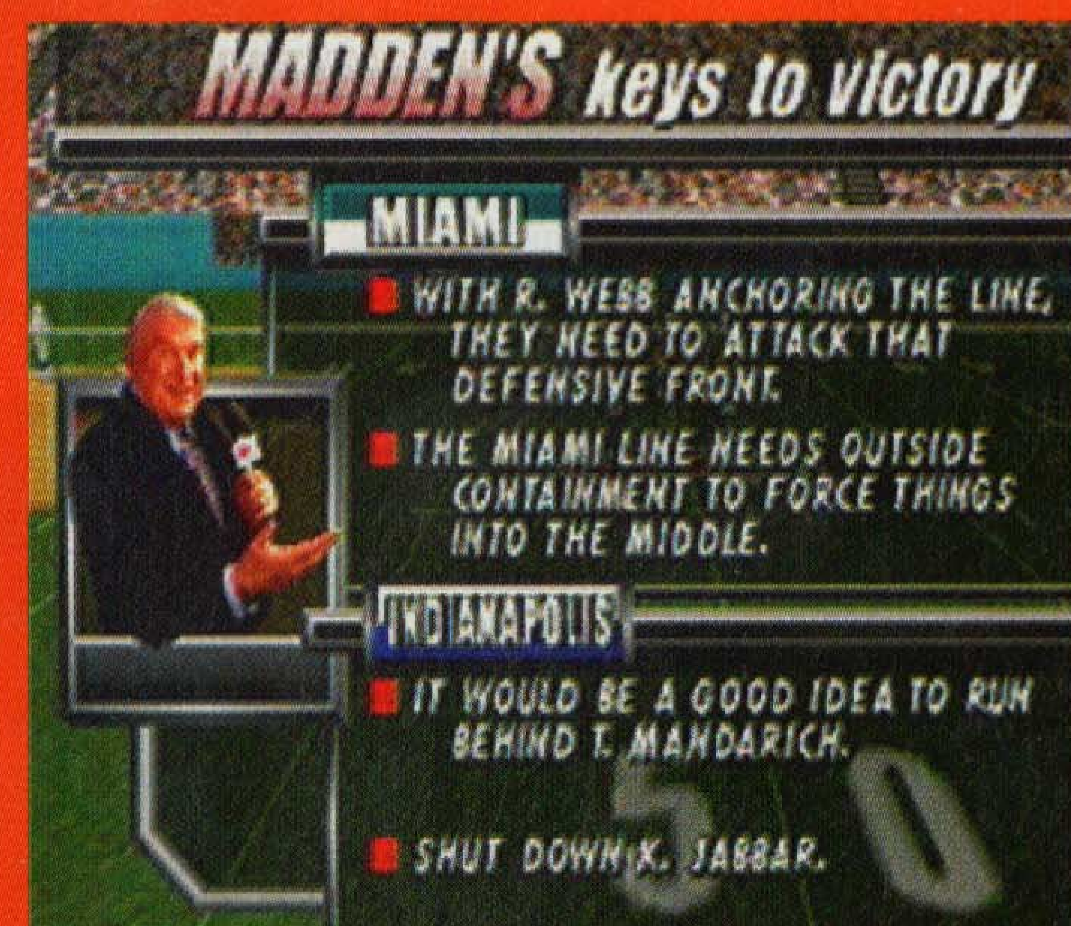
Madden is the most firmly established and highly regarded American football game on any games system. It first gained a foothold on the Sega Mega Drive, and ever since has been ported over to anything that you can plug a joypad into. It hasn't always made for a successful conversion, though – often some of its strongest attributes are lost in the translation, as programmers attempt to make it bigger and brasher than its previous incarnations.

Happily, the N64 version has avoided any such mistakes. It retains the *Madden* play system, with its easy-to-navigate play selection screen, a comprehensive array of tactical play options, a highly intuitive gameplay system, and the ubiquitous presence of America's top commentator, John Madden himself.

Of course, the N64's graphical power has been taken advantage of. *Madden* has broadened its dimensions since its early 16-bit days, with fully constructed 3D players making up the team, and 32 lovingly designed stadiums based on real-life venues. The extra dimension allows for a variety of different viewing options (see following page), with an amazing sweep of camera angles for action replays and stunning televisual presentation during the game itself. This is best appreciated when your quarterback launches a bullet pass to his wideouts, and the camera swoops down to see your receiver scoop the ball out of the air and break for the end zone. It adds to the excitement tremendously.

But it's the gameplay that counts, and *Madden* manages the difficult task of combining the complex strategic elements of American football that make it such a compelling sport, with the action packed athleticism that provides its glamour. You choose your set plays from the menus on screen, and then carry out the play while controlling the ball carrier. If you're on defense, you can easily switch to control the player nearest the ball, giving you every opportunity to land that crashing blow to a hapless opposing team member.

So it's basically the *Madden* we all know and love with some rather impressive bells and whistles on. But is that enough to keep up with the 64-bit competition? Read on to find out.

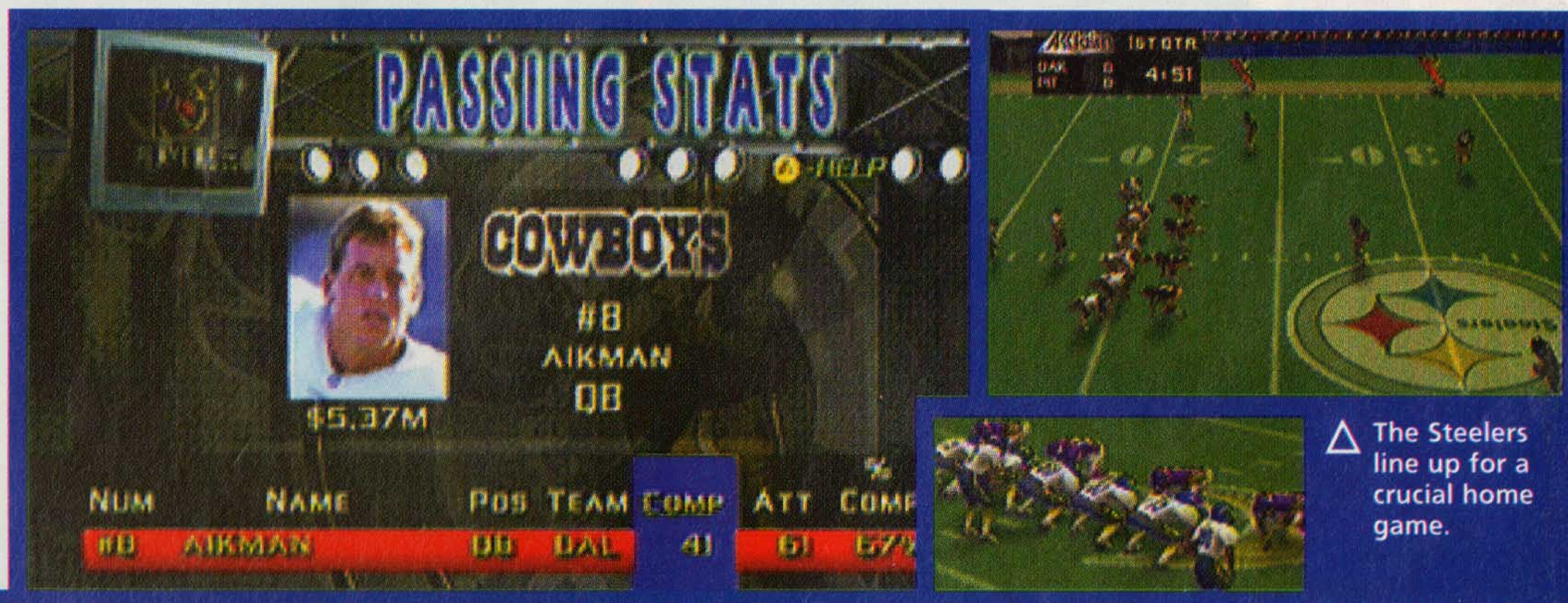


The ever-trustworthy John Madden gives his advice on the game.

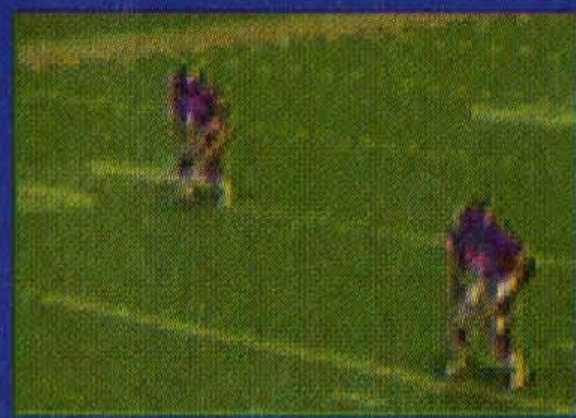
As he ran with the ball, the last thing he expected was a low flying New York Jet.

Discover whether the old favourite can be beaten by a new contender...

NFL QUARTERBACK CLUB '98



The Steelers line up for a crucial home game.



Ah, the loneliness of the middle linebacker.

Red – 37! Red – 37! On three. Hut Hut... Huuuuuut!

After the continued success of *Madden* through the years, many others have tried to emulate its success, and bask in some of its reflected glory. What's surprising is how few have actually come anywhere near.

The *NFL QuarterBack Club* series has fared better than most in the past. It has all the paraphernalia that comes with the modern game – all 30 NFL team logos and real player names, with little photos of all your American footballing heroes and all their statistics. Indeed, it's the presentation that's the most striking aspect of *NFL QuarterBack Club*. Like *Madden* it's set in a fully three dimensional playing environment, with lovingly detailed polygonal players and a stunning 27 different preset viewing angles available. It has the advantage over *Madden*, though, of being the first N64 game to feature high-resolution 640 x 480 graphics, which effectively quadruples the detail level. The players themselves are less blocky than their *Madden* equivalents, and the animation is smoother thanks to the motion capture technology that was used to develop it. It's an absolute joy to watch, in fact, with certainly the best graphics of any American football game on any system... ever (sorry).

In terms of gameplay, *QBC* originally took a leaf out of *Madden*'s book, offering the now traditional mixture of arcade-style thrills and involved strategy that makes for the ideal overall gameplay balance. Options abound, with a dizzying number of variables that should keep you happy until the Buffalo Bills come home.

There's also a good deal of effort put into the management aspects of the game, that you can indulge in if the fancy should take you, including the ability to join in the annual player draft, trade real-life superstar players, plus indulge in the disturbingly Frankenstein-ian "Create your own players" option.

If you were to see *NFL QuarterBack Club* going through its demonstration screens in a shop window, you'd be more than tempted to buy it. But we're here to put a stop to such foolish impetuosity. Pull yourself away from that window, make a cup off tea, sit back, and let us guide you towards a wiser choice.

GO! GO!

OPTIONS
In terms of straight playing situations there's not much between to the two games. Both offer lots of different playing set-ups, from a straight forward exhibition game to a full season of football, as well as playoffs and pre-season match options. You can choose to play all games in a season, or just specific games that you mark off. However, when it comes to the management simulation side, *QBC* wins hands down. Although both games offer Draft selection, player trading and the chance to create your own teams, *QBC's* options are far more comprehensive, from designing every aspect of your team's colour co-ordination down to which famous players will play at which positions. Whether you'll actually make use of all these options is another matter entirely.

COMMENTATORS
Both games feature audio and textual commentating. John Madden is the Jimmy Hill of American football presenters in America – slightly annoying, often talks rubbish, but you'd hate to see him go. His bold and bellowing tones grace the game of course, and on the N64 there's the happy addition of Pat Somerall, *Madden's* faithful companion on American TV. *QBC*, meanwhile, features an anonymous American whine, and there seem to be far too many occasions where the proverbial record gets stuck and you hear the same comments again and again.

VIEWING OPTIONS

There are eight viewing options in *Madden 64*, all with their own distinctive playing characteristics. Here are some of the most useful.

THE MADDEN CAM

This is the view that most *Madden* aficionados will be familiar with, stretching right back to its early days on the Sega Mega Drive. It's still the best standard view for effective play, offering a wide view of the action, so you can determine which of your wide receivers is open for a passing play but still see enough detail to spot gaps when you're running the ball.

SIDELINE CAM

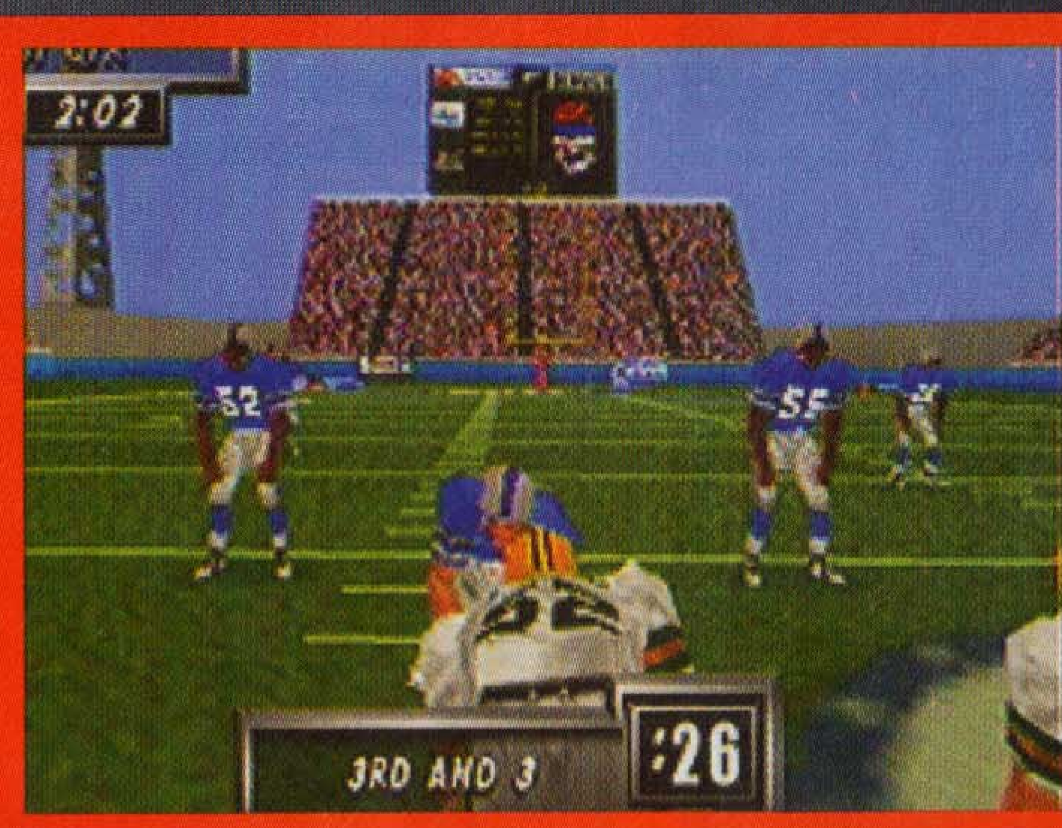
This is more of a spectator's view of the action. American football is often strategically concerned with controlling the ball at the line of scrimmage and moving the ball forward, so this view can be useful for ascertaining how your front line are holding the defense players back from tackling your quarterback, and which of your receivers are free to pass to. It also might work well if you're planning a half back sweep around the end of the offensive line. Because of its limitations, it won't see you through an entire game, but fortunately you can change views at any point during the game.

DIAGONAL CAM

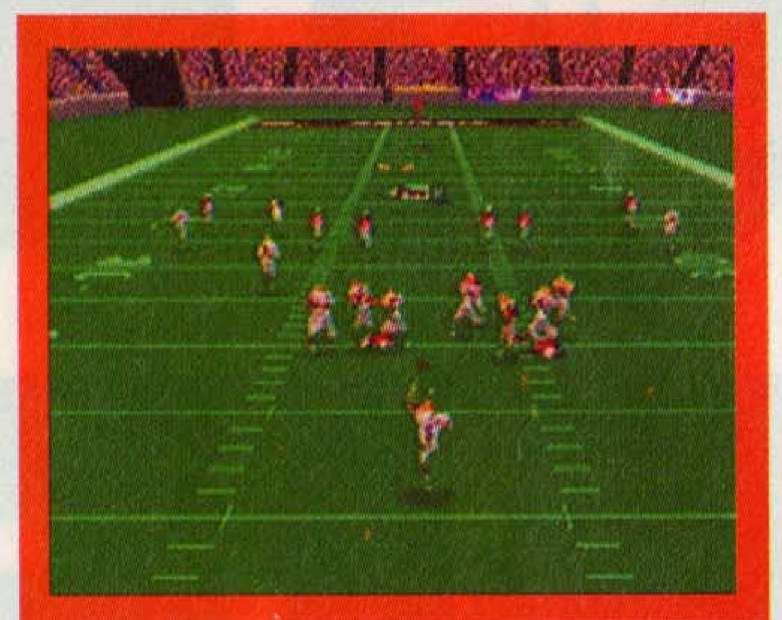
A familiar angle to those who watch American football on TV, this is one of the most attractive views of the game. It comes in especially handy for passing plays, where once again the wide angled view of the action enables you to ascertain the best passing opportunities, specifically which of your potential receivers are free from defensive coverage. This view is also a little more useful in rushing situations, although if you find yourself in the thick of it, particularly in goal-line situations, it's easy to get a tad confused about what the hell is going on. It's also good for returning kick-offs and punts.

HELMET CAM

The most exciting, arcade-like view available, this is perfect for getting involved in the melée and experiencing the thrills and spills of American football from the trenches. The emphasis is on realism, although it's not terribly practical for passing plays, where you often just see a line of brutal confusion in front of you, and the ball leaving your hands and flying into the unknown while you await textual confirmation of whether any of your team mates caught it or not. It's much better for running plays, where the realism enhances the action, enabling you to spot holes in the defensive line and run for daylight – highly satisfying. This is the view where getting tacked actually feels like it, especially with the optional Rumble Pak plugged in.



APPEARANCES



Although there's no doubt this is the best visual incarnation of *John Madden Football* yet available, if anything *Madden 64* is a little disappointing visually. True, there are some stunning 3D sequences, and the players look as good as any 3D constructed player sprites in other games. But the animation is nothing remarkable, and from the more distant viewpoints there is a distinct sense that this could be on any gaming system and that no special N64 magic has been sprinkled over it. The one real graphical treat is reserved for the snow fall during some games. It's extremely realistic and a strangely heartwarming experience, as it tumbles softly to the ground.

The graphical side of *Madden* is also let down by the fact that it's missed out on the vital *NFL* licence. What this means is that teams are designated by their city (for example San Francisco, Oakland, Miami, New York, etc.) but there's no accompanying nickname and logo (like the 49ers, Raiders, Dolphins and Giants). This might sound trivial but it's actually a fairly serious detraction from the game, and despite the fact that generally the teams' colours adhere fairly faithfully to their real-world equivalents, there's an anonymity about them that makes it disappointing.

NFL QuarterBack Club suffers from none of these problems. All the NFL licences are bought and paid for, and all team logos and colours are reproduced in exact detail. It's startling how much more enjoyable this makes the game, from the sense of genuine confrontation between two real-world teams right through to the sheer joy of the remarkable graphical details. Maybe it's just me, but if you're a major fan of the NFL, there's a massive thrill to be had to play on a field that has such a realistic team logo painted on it.

This level of detail extends to the players and hardened fans will relish the opportunity to control the likes of Dan Marino or Emmit Smith. Although you can do this in *Madden* too, it's a whole new ball game when you can see the player in his team shirt.

But it's not just the surface details that make *NFL QuarterBack Club* a better looking game, it's a visual step up from *Madden* in every conceivable way. Sprites are less blocky and better designed, colours are sharper, animations run more smoothly and everything just has an overall slickness to it that suggests the N64 is working harder on the visuals.

OUT ON THE FIELD

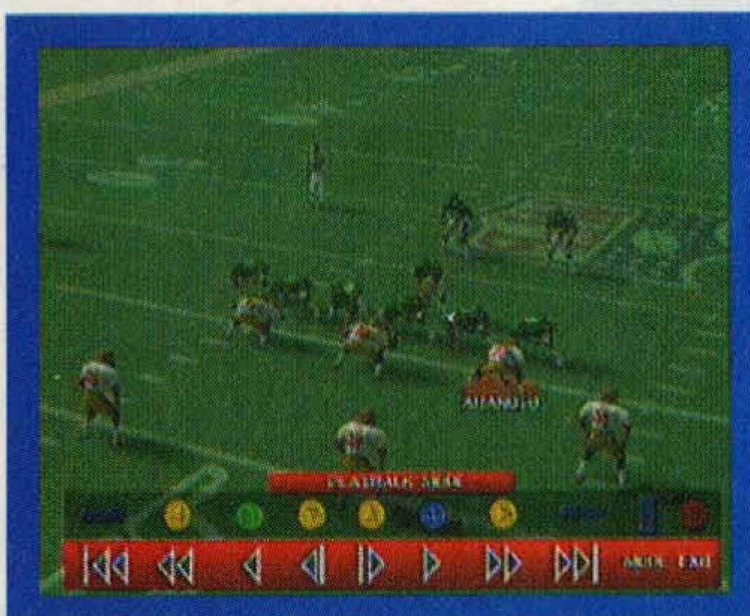
Madden was the first game to come up with a workable system for recreating the excitement of American football on a gaming system. Firstly there's the comprehensive and easy to navigate play selection screen. You can choose between five different offensive and defensive line-ups, and nearly 300 running and passing plays. The play guides are clear and straightforward, and even if you're new to the sport you'll find the diagrams and squiggles easy to digest.

When it comes to actually performing your play, *Madden* comes into its own. Enacting your pre-selected play is totally intuitive, from snapping the ball to pulling back into the pocket and launching a pin point pass to one of your wide receivers. Once the pass is off, then getting your receiver to the little yellow blob on the field that represents where the ball will land adds further excitement to the gameplay, and if you can break free of a tackle and gain those vital extra yards your heart will be pounding like a jackhammer. There are also some exciting things you can do with the ball carrier to further his progress, such as spin out of a tackle, leap over a defensive player's dives, give a stiff arm to approaching defenders, and barge yourself through the crowd for vital further inches.

Remarkably, every aspect of the gameplay is intuitive from defensive plays to kick-offs, punts and field goals, you always feel that you're in control of your team's destiny.

Madden's influence can be clearly felt on *NFL QBC* but there are differences. The most obvious is the more fussy and frustrating control system. Where *Madden* is intuitive, *QBC* is baffling, making the mastering of a passing play a longer struggle than it ought to be. At first this seems to be down to the allocations of buttons, but even when you change the control mode to *JMF* (*John Madden Football*), there are still those annoying niggles that prevent you from making smooth plays. True, you do get the hang of it with experience, but it never matches the playability of *Madden*.

This frustration even extends to the play selection screen on *QBC*. There's more scrolling and skipping about to be done in order to get to the play you want to run, and it's harder to remember where the plays you like actually are.

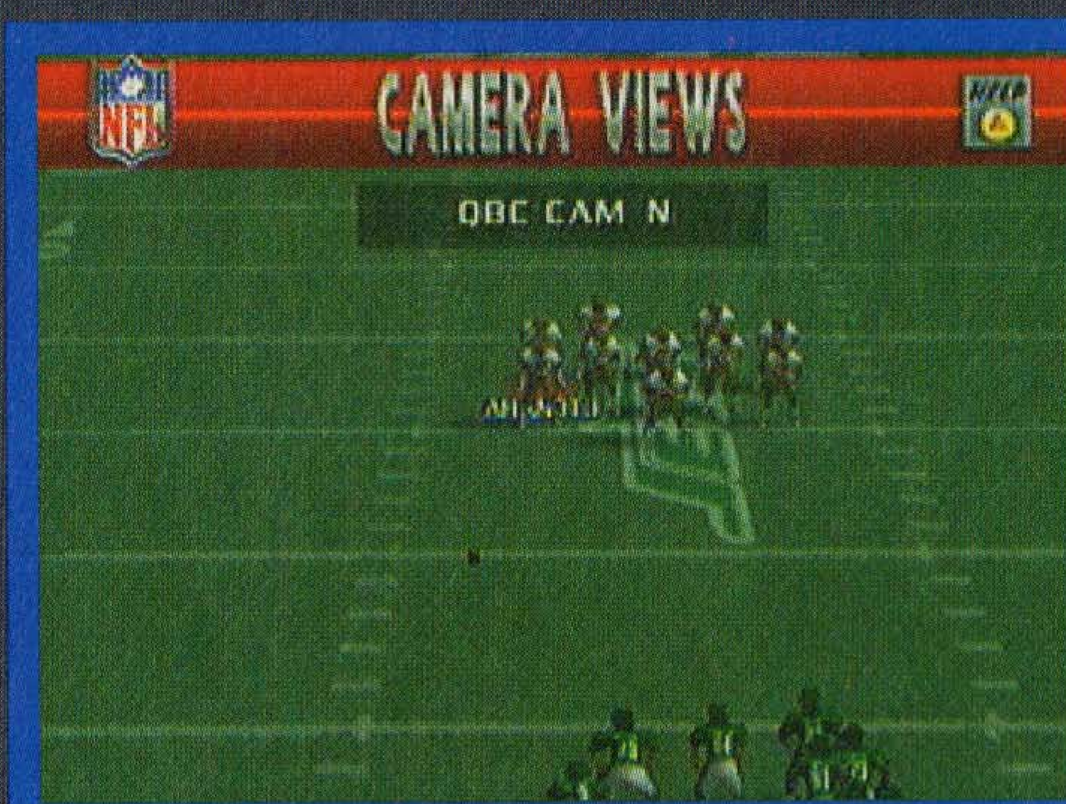


WHICH WAY TO LOOK

NFL will give you a staggering 27 viewing options, which rises towards infinity when you consider the custom option. But are they all worthwhile?

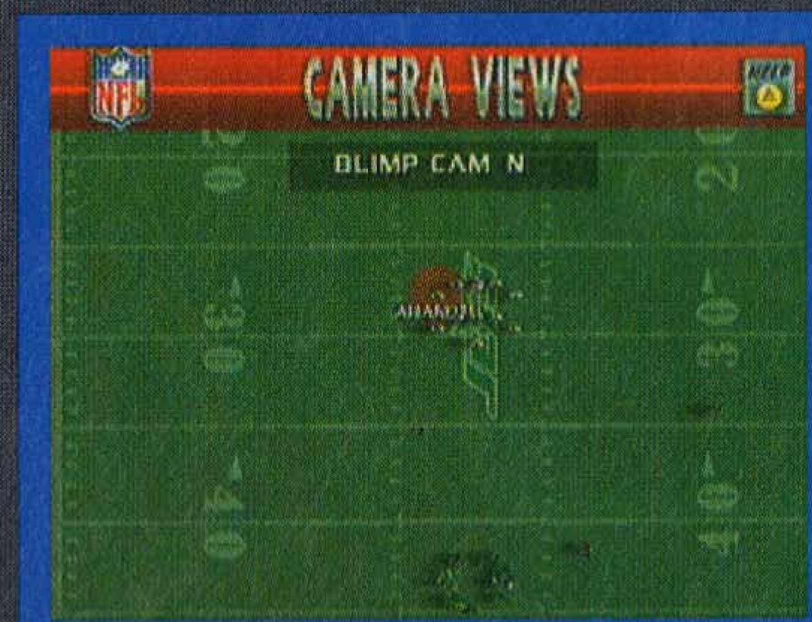
QBC CAM

Very similar to *Madden*'s classic viewpoint, this is once again a highly effective perspective which is perfect for viewing all your options in any given play. Due to the sprite size and screen layout it's a little harder to see your receivers while you're waiting to pass, although a quick flip of the R button will reveal where they're at. It also sometimes hides potential marauding defensive linemen, who get to you before you can see them – not very fair, but an accurate reconstruction of the perils real-life quarterbacks face.



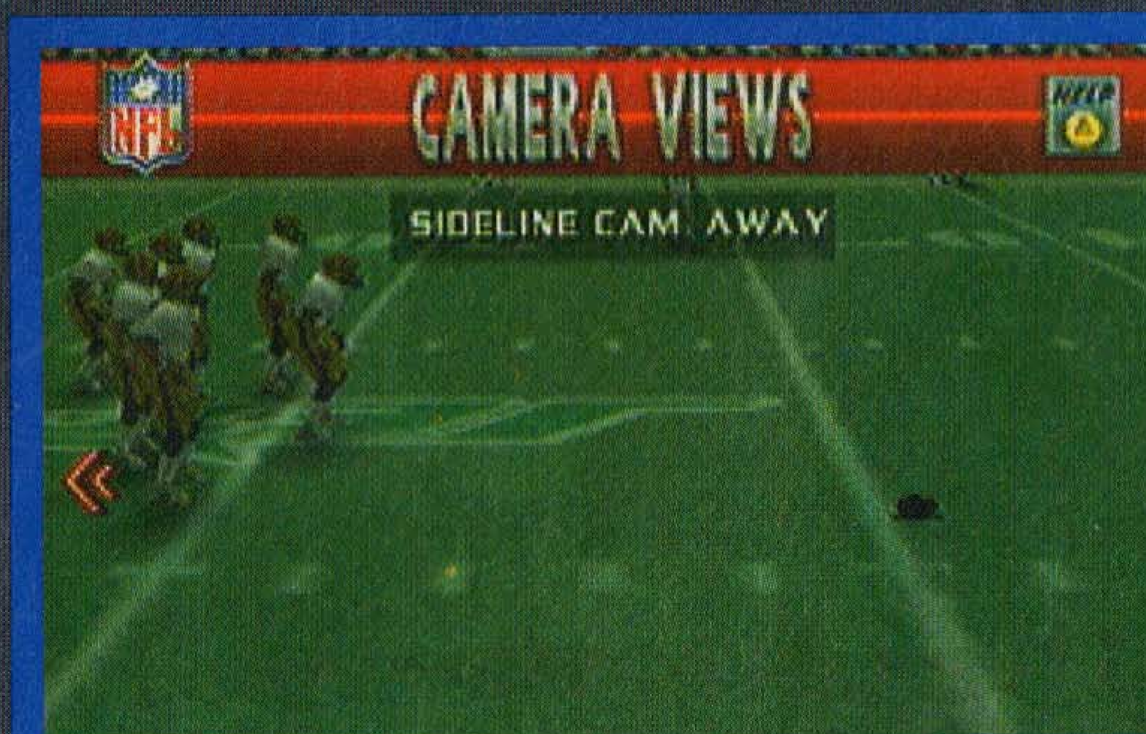
BLIMP CAM

A great overall view for all kinds of plays, but its distance does rather dispense with any atmosphere. This view is great for seeing how well your play selections are paying off, and for determining where an opposing team's strengths and weaknesses are, as you can better analyse the action and determine your most effective strategies. It can be rotated through eight different compass points for a change in perspective (North, North East, East, etc), which is of marginal benefit. In truth, you're unlikely to use this camera option very often unless you're more interested in coaching a team than actually playing in it.



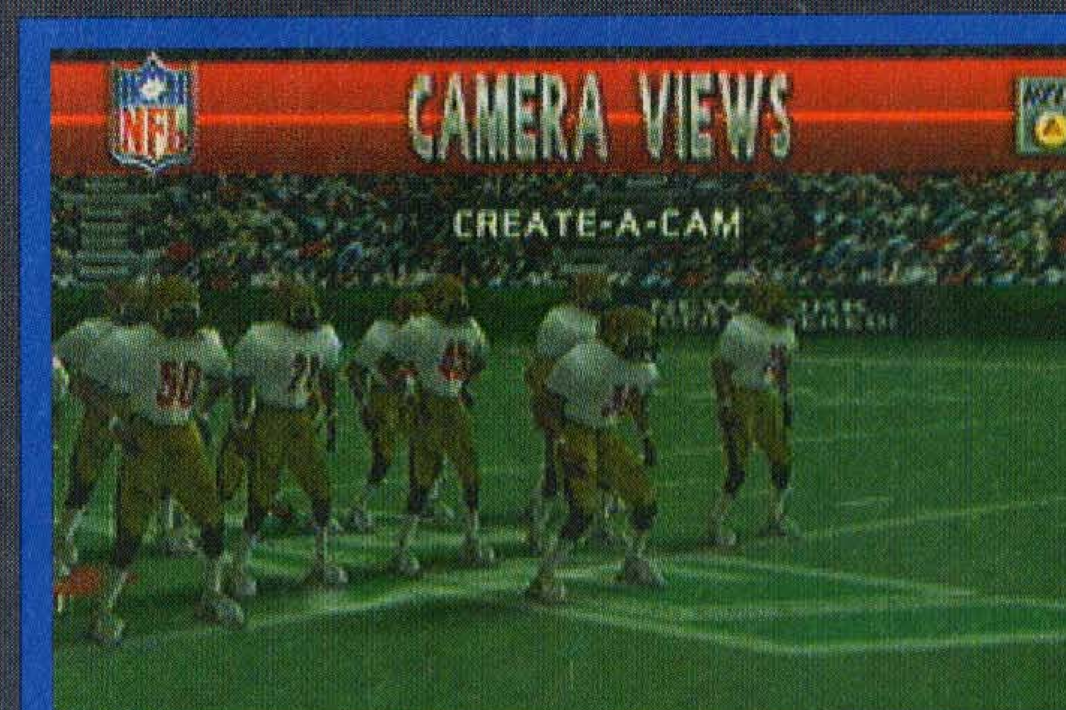
SIDELINE AWAY CAM

Suffers from similar pros and cons to the Sideline Cam in *Madden*. Sometimes effective, but it is an unusual angle which appears to be included more for comprehensive reasons, rather than to actually benefit gameplay. There is also an option to view from the home end sideline, which is useful if you're sending a runner across the far side of the line of scrimmage.



CREATE-A-CAM

In theory, this opens up infinite potential to create your ideal viewing angle, offering unlimited scope for player satisfaction. You choose where you want the camera centred, what kind of zoom, tilt, displacement, and angle you prefer, and which part of the action you want to follow. That's in theory. In practice it's a classic example of being offered too many options, and you're more likely to become terminally fatigued at the overwhelming choice on offer.



STATTO!
American football fans love statistics. For the true follower, it's a pure joy to learn that Troy Aikmen has passed for 362 yards with two touchdowns and one interception, and that Philadelphia have never lost a home game on the 13th of any month beginning with the letter J in a leap year. Don't ask why, just accept. Both games pack the stats in, with facts, figures, play summaries and all the rest, but it's the comprehensiveness of *NFL QBC* which wins this battle once again.

ENDORSEMENTS
Madden sports its usual John Madden endorsement, meaning you get lots of pictures of him in silly poses and loads of sound samples of his distinctive vocal embellishments. In America he's one of the most famous people associated with the sport, having coached the Oakland Raiders to a Superbowl victory in the '70s, and still filling prime-time sports coverage with his inane chatter.

NFL QuarterBack Club has the NFL licence, which is a real bonus, and also boasts the endorsement of Brett Favre (quarterback with last year's Superbowl winners the Green Bay Packers) who worked on some of the play designs in the game.

GO! GO!

FACTS AND FIGURES

	Quarterback Club	Madden
Maximum players	4	4
NFL Team logos	yes	no
NFL Team players	yes	no
Offensive plays	196	291
Defensive plays	189	57
Special team plays	14	19
Number of teams	112	116
Number of stadiums	n/a	32
Viewing angles	27	8
Rumble Pak Compat.	yes	yes
Weather	variable	Fair, snow, rain, wind
Price	£50	£55
Available	December	December

VERDICT

So after days of careful analysis and exhaustive consideration, after hours spent in front of the television screen, what conclusions have we reached ? Well, to sum it all up in just a few words...

Every console system has its share of American football games, and these two titles have been favourites since right back in the 16-bit days. *Madden* is historically the game which put American football on the consoling map, but it didn't take long before it faced stiff competition from other manufacturers, who'd learnt the lessons of *Madden* and applied their own particular spin to them. *QuarterBack Club* has always been one of the very best of these, and so this head-to-head on the N64 was destined to be a challenging confrontation.

Both games are amazing value for money. There's long-term gameplay in either, and depending on how far you get into them, you could be exploring new aspects of these games into the next century. But which one has the edge?

On paper, it certainly looks like *QuarterBack Club* is the stronger contender. It's the only game with an NFL licence, there are generally more options and configurations, the high-res graphics are superior, the animation's smoother and your favourite players are represented digitally. It seems to have kicked *Madden* decisively out of touch.

It comes as a surprise, then, to find *Madden* once again retaining its crown by dint of its sheer gameplaying excellence. Sit and play both these games and you'll find the instinctive controls on *Madden* make for a more satisfying game playing experience. Buttons do what you'd expect them to, characters react as you'd like them to, and there's not a moment when you feel that your team is out of your control.

That's not to say that *QuarterBack Club* is a complete nightmare in the gameplay stakes – it's not. It's certainly something you can get used to, and develop a feel for, with practice and once you've mastered its eccentricities, there's no doubt that you would get months of gameplaying satisfaction.

It also has to be said that there's a strong argument for the committed NFL fan to go for *QBC* despite its flaws. Those NFL licences certainly make more of an event out of the games you play, and there's no doubting that the graphics are superior to *Madden* in every way. Indeed, *QBC* has maximised the potential of the hardware to a higher degree, and it's certainly the first American football game to make the most out of N64 gaming.

But even when it's in *Madden* control mode, *QuarterBack Club* never matches the slickness and intuitiveness of *Madden*, and that's what's going to keep you coming back. Nevertheless, let it be said that the gap between these particular contenders is ever shortening, and if *Madden* wants to stay ahead, it will have to push itself even further in the future.

TIM TUCKER

MADDEN 64

7 VISUALS
The best looking of any *Madden* game so far, but could be improved on the N64.

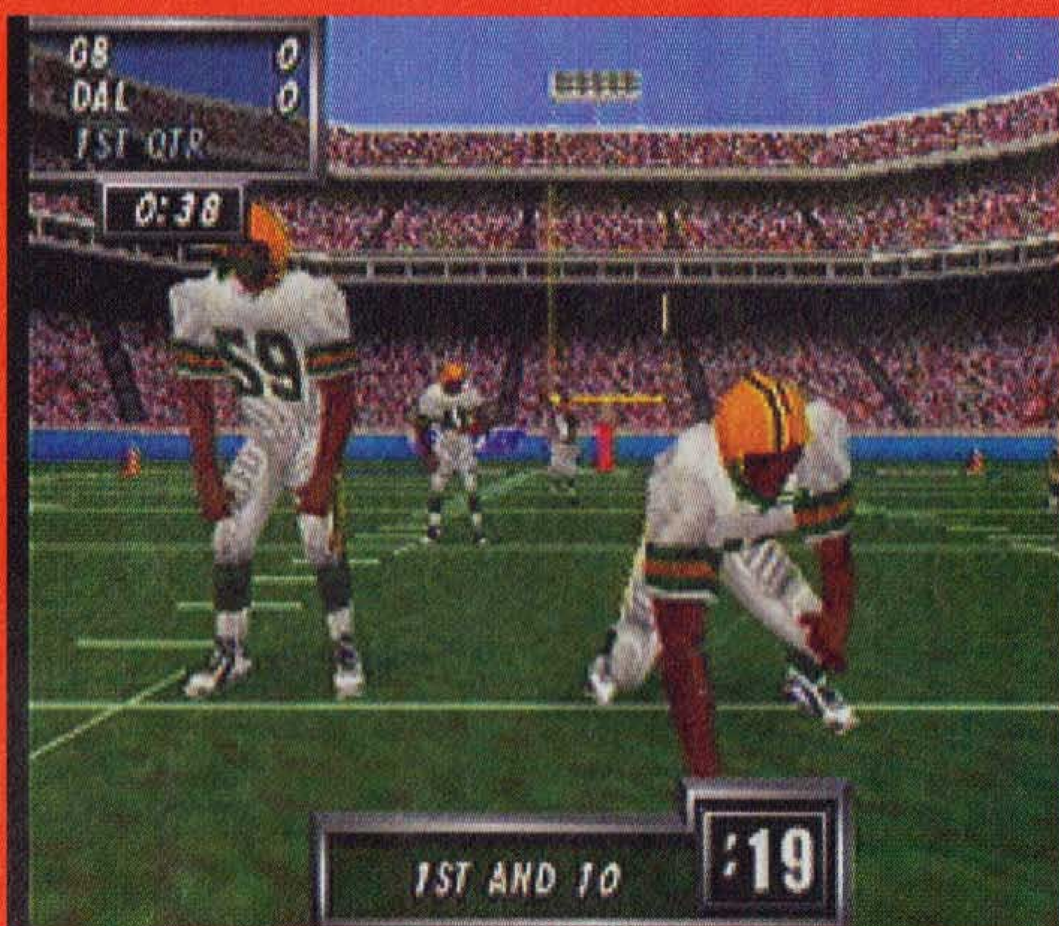
8 SOUNDS
Great commentary from the Madden/Somerall pair-up.

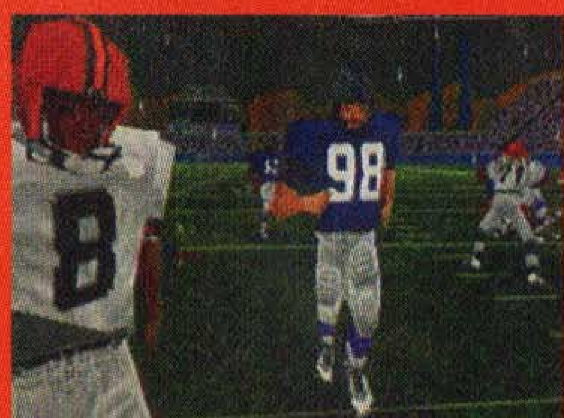
9 MASTERY
Beautifully intuitive as always, with great use of the N64 controller.

8 LIFESPAN
It'll last you for years – there'll be another one out before you finish with it.

VERDICT
Everything you'd want from a US footy game – apart from the NFL licence.

92%





Okay, it's not the best looking of the two, but get in close with Madden and you'll find a reliable and loyal game for your collection.

QuarterBack Club is certainly putting on the pressure, with gorgeous looks and the full NFL regalia. All it needs now is a slightly more friendly control system.

NFL QUARTERBACK

9 VISUALS
Simply stunning graphics and animation. See it and drool.

7 SOUNDS
Moronic commentating, but convincing pows, thwacks and shouts.

6 MASTERY
Lacks a truly intuitive play system, but there are handy alternative control options.

7 LIFESPAN
If you can get the hang of it, it'll last you ages.

VERDICT
A beautiful looker, but needs tweaking on the gameplay front if it wants to be the best on the block.

86%

△ The first track really shouldn't be a problem for any decent driver...

...that said, it's all too easy to achieve this annoying track position. ▷

AUTOMOBILI LAMBORGHINI

Really great name. And, wouldn't you know it, that's not the only suspect thing on show...

Automobili Lamborghini			
NINTENDO			
Out now	64M		1-4
	Controller Pak	~~Cartridge back~~	Rumble Pak
£55	Sponsored by INTERACT		

△ The way the cars land after a jump is wholly unconvincing.

◁ The tunnels do give a good sense of speed. Pity about the rest.

There are, initially, three types of car. These are the best to drive. ▽

SIX TRACK

The number of tracks in *Automobili Lamborghini* betters both *Top Gear Rally* and *Multi-Racing* and there's a helping of shortcuts on a couple. They're also split into one of three types: Country, City or Beach. Here's what to expect...

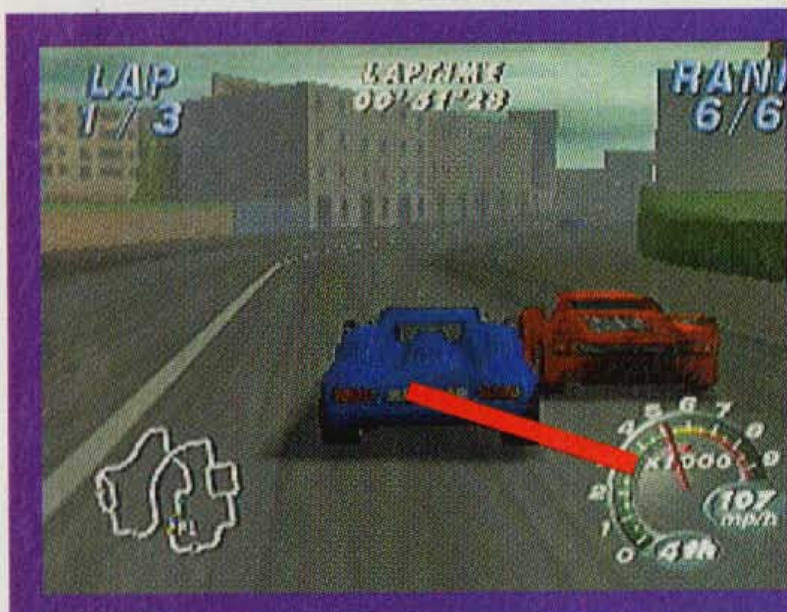
Country: Tracks 1 & 4

1 The fastest course – because it's oval and therefore a set of four, slightly rounded straights. There are no shortcuts though, so once you're in front you are very rarely troubled by the other cars. Especially as due to its shape, mistakes should be minimal.

4 A slightly more bend-heavy version of the first. There're also two shortcuts. One is obvious as it leads off to the left a couple of turns in. The second is after the bump about two-thirds of the way round, on your right. Neither though, are any real help.

City: Track 2

A quick nip through a very drab and grey city. The bends aren't particularly torturous, though the slowdown at the beginning is. No shortcuts here.



Beach: Tracks 3 & 6

3 Easy-ish course with no shortcuts and only a couple of nasty bends. The only real challenge comes in getting past your competitors as the track is fairly narrow.

6 If 3 is slightly yawnsome then 6 will help you slip into a coma. This is tedious to the extreme with no shortcuts and only a couple of so-so bends.

City: Track 5

This is about the best course actually. The detail isn't particularly good (with – gah! – misting preventing pop-up) but the shortcut, through some No Entry barriers towards the beginning of the course, is great and the three consecutive right-angled bends are blissfully tricky. It's a shame then that the alternative route about halfway in is rubbish, taking about five seconds longer than the normal one. It is, however, a good example of what to expect from *Automobili Lamborghini*...

On the second bend there's this: the shortcut. Just drive straight through but be careful of the sudden swerve left...

...which leads into the tunnel and out into the exit. And then a difficult right-angled bend which in turn, winds its way into the city...

...and then you're into the tricky series of three corners. *Don't* use the brake or else this'll happen. (And you can bid a fond farewell to first place.)

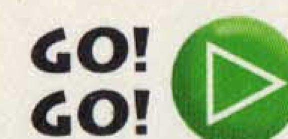
This fountain may seem irksome but in actual fact, it merely requires a quick right then left. Mount the rim bit at the bottom. In fact, try to cut corners as often as possible...

...and you're home and dry. Unless you use the brake. And skid. And crash. And end up losing.

ARCADE OR CHAMPIONSHIP?

Arcade: Split into two lots of three tracks with two difficulty settings. The premier setting has you racing through the first Country, Beach and City tracks and the second proposes you take to the more ticklesome second set of Country, Beach and City tracks.

Championship: You can adjust the number of laps and whether you want pit stops or not, but basically you have to race all six courses all the way through and mount up the points. (Which is easy until you take to the skiddy Expert setting.)



ROOM FOR A VIEW
There's nothing like a completely and utterly pointless camera option where you can pause the game and use the analogue stick to whizz around the car, having a gander at it from various sides. Then, back in the game, you readjust to the default view. So – sorry if we're being thick here – WHAT IS THE POINT?

CAMERAS, THEN
And if all that wasn't enough, you can only adjust the camera view using the D-Pad. How are you supposed to do that when you've got fingers on the Z-Trigger and Analogue Stick. With your right hand presumably. Which, we might add, makes *Duke Nukem*'s controls look like a walk in the park.

Sixth place, then. There is a sort of speed start but...

...it's very hard to get, and thus you'll have to work for first.

Some Porsche fancies his chances of ramming you off the road. (Which you wish he would.) The CPU opponents try their luck.

Sigh. Another four-wheeled disappointment, then. Not a huge, whopping, *Cruis'n USA*-style disappointment but, alas, a disappointment nonetheless. Especially as, during E3, this looked like the driving game to watch.

But, whereas Boss put the hours in to ensure *Top Gear Rally* was as clinically road-worthy as possible (and Imagineer at least gave *Multi-Racing* a pleasingly realistic feel), Titus appear to have rested on their laurels somewhat. And whilst the end result is by no means a disaster, *Automobili Lamborghini* is still nothing *like* what the N64 should be producing.

Things go a bit pear-shaped almost immediately. The music, really and honestly, is grotesque. "Go, go, go, go, go, g-g-g-go!" shouts a bloke over a dance soundtrack that even 2 Unlimited wouldn't have cobbled together on their Casio Classic.

But the options in general are fairly lacklustre, with neither a hint of *Top Gear Rally* or *Multi-Racing*'s track and car tinkering options. So, forget being able to adjust the general specs of your vehicle let alone redesign its bodywork. Also, get used to not having to drive in the wet or even during the evening. (Except in multiplayer mode where the computer can't handle all the action so has to fade out the backgrounds in compensation – more of which later.) As for snow or sleet or *anything* but the dullest of dry days...

The only way in which you can customise any aspect of *Lamborghini* is by adjusting the number of laps, the tracks and the car you're driving in. (As well as – yawn – whether you want Pit Stops or not.) And this is the first of the game's failures. Titus have gone to all the trouble of securing a Lamborghini licence, and six model variations, but don't actually allow you to do anything with them.

Still, if the races themselves even hinted at being anything more than time-passing this would have only amounted to the merest of niggles. The problem is, they don't. For starters, the courses are easily as bland as *Top Gear Rally*'s but without any of the excitement. The layout is obvious in its ploy to prevent visible pop-up, with its miles of twists and turns. But the game only ever threatens to deliver on the speed front when it gives you the chance to pelt down a straight, which there are few of.

Subsequently, *Lamborghini* never feels very fast. You may well be taking a corner at 120mph but it may as well be 20mph for all the difference it makes. Perhaps only the very first, and easiest, oval-shaped course comes close to producing a sweat. The rest are marginally diverting but swervy and hardly edge-of-the-seat.

However, the most frustrating feature of *Lamborghini* is the difference between Novice and Expert difficulties. When

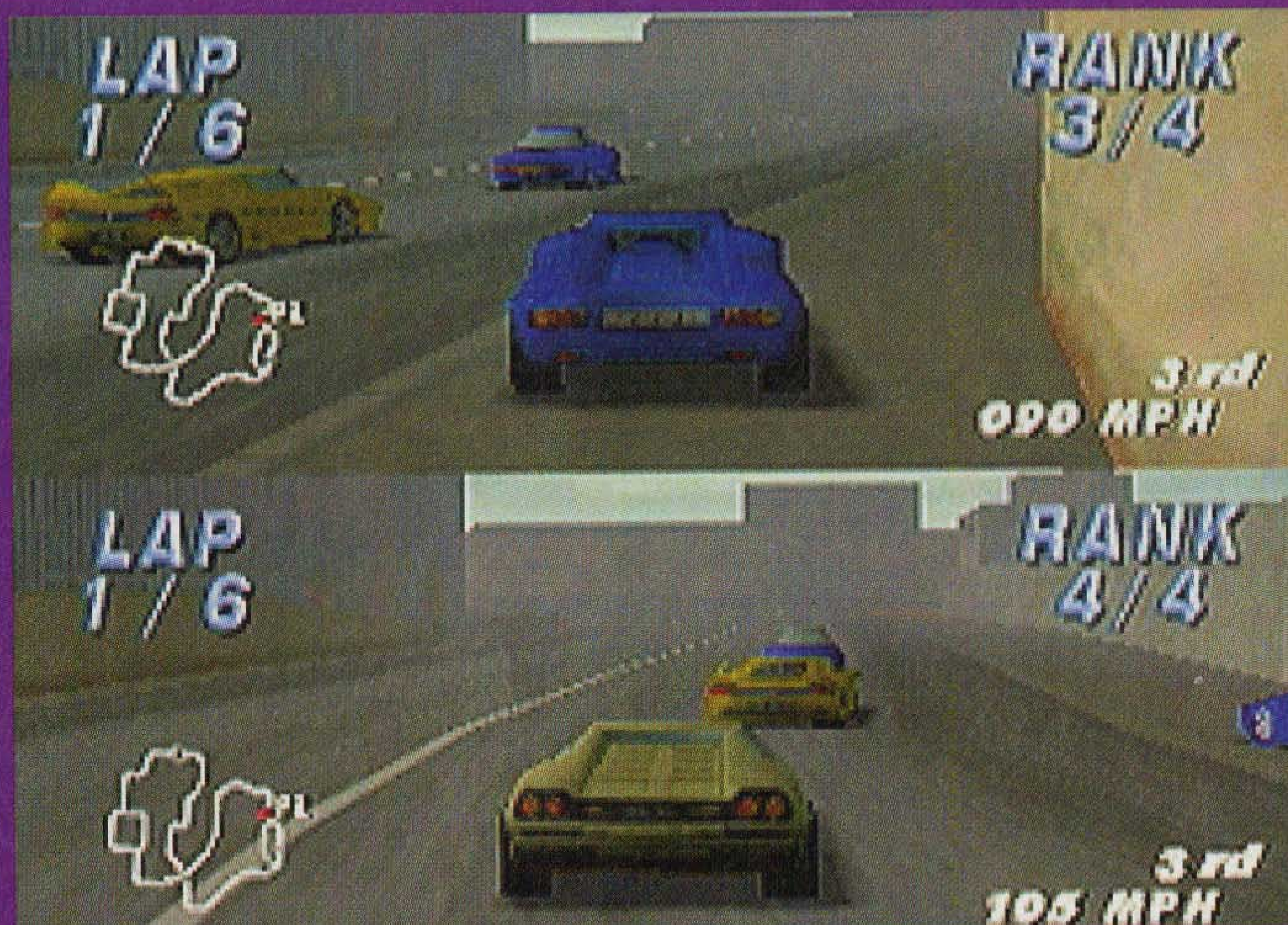
The pits

***Top Gear Rally* had a customise car feature. *Lamborghini* has pit stops. And they're absolutely, unfathomably rubbish. You pull in and your team of mechanics gather round your bonnet. Then you're presented with an engine box. And – get this – you have to waggle the analogue stick to get your pit men to work faster. Then, once you've done that (remembering that it's waggling in a circle that's required, not from side to side), you get another waggle box for the tyres. This is harder. And requires (sigh) faster and more concentrated waggling. Our record pit stop: 30 seconds. The solution? Don't go into the pits. Even if the bloke over the radio (who, we might add, sounds like he has his head in a bucket) tells you to, don't. You can, in fact, race a six lap course without having to stop.**

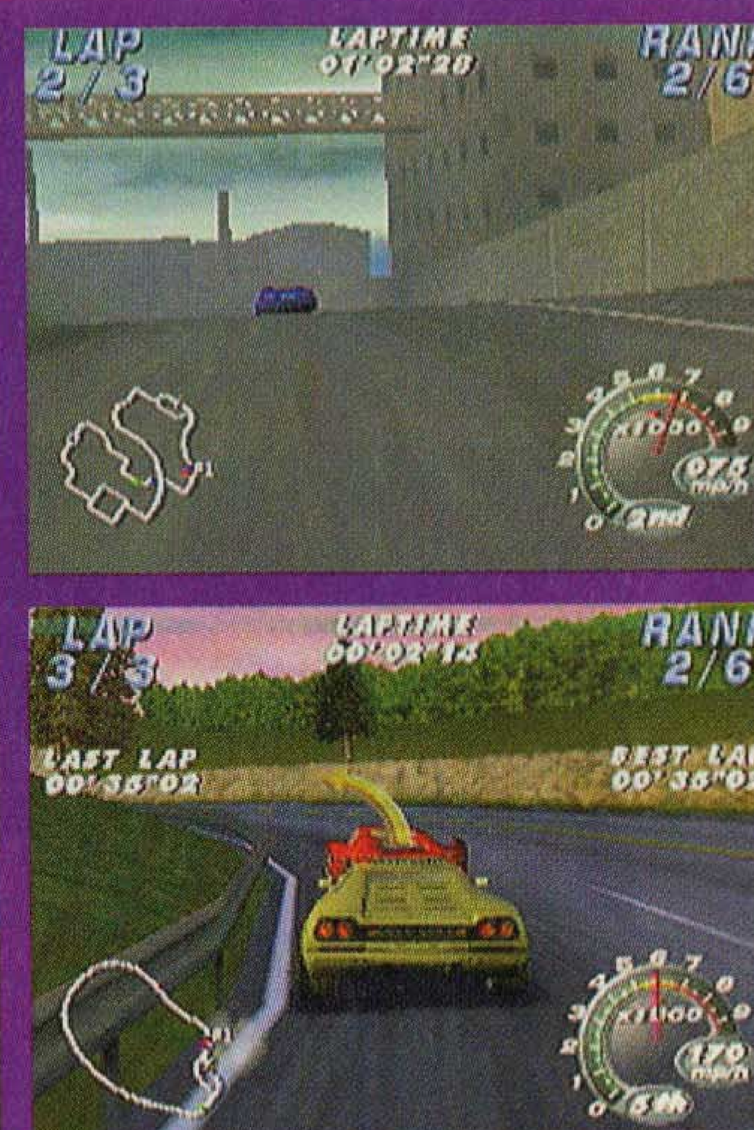
Get your meter up to the specified levels by waggling furiously at your joystick. (Jokes of a joystick-style persuasion aren't invited.)

Get the second bar up to the specified level and then you're onto the equally tedious wheels.

Two-player really isn't very good as the action often slows to a crawl.



And all that mist. Why do N64 games have to be plagued by the stuff?



You can switch these directional arrows on or off, depending on how you feel about corners.

you've completed the six tracks in Novice you take to Expert expecting more of the same, but harder. Instead, the game is made more difficult, not via enhanced CPU cars or track modifications, but by the fact that the slightest push of the analogue stick sends you sliding all over the place.

To make matters worse, when you do skid off, if you press the stick and accelerator to get back on-track – which you'd reasonably be expected to – you'll skid again. And again. And again. All that, when all you really want is to get back into the race. Presumably the addition of skid-friendly tyres is to encourage the use of the brake. But that makes you skid too. So, what's the solution?

Well, there really isn't one. Even if you do get back onto the road, all the CPU cars travel at the same speed as you anyway so you stand little chance of realistically getting back into the race. And, if you *are* fortunate enough to win either the Championship or Arcade competitions, the prizes are so rubbish – bonus cars that aren't any better than the default ones – and the Congratulations screen so poor – a screen with Championship Winner written on it – that there hardly seems any point.

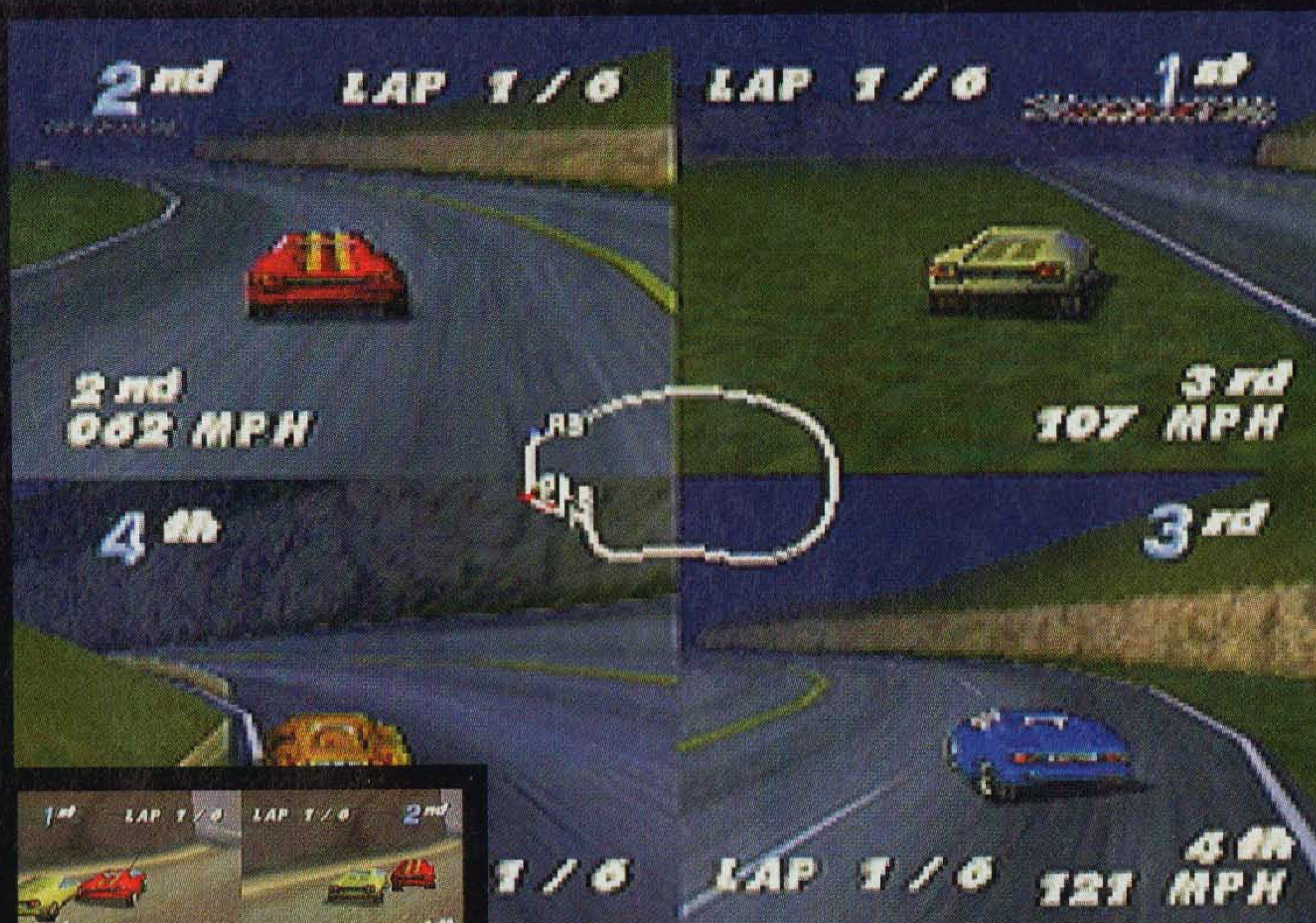
Lamborghini isn't all-out poor but it never makes the most of the things it has got going for it. Its handling, for example, is potentially better than both *TGR*'s and *MRC*'s but the cars tend to drift so you keep having to realign your vehicle. And the actual *ideas* behind the courses are excellent. There are shortcuts, quick-turning corners and nice locations, but the shortcuts are longcuts, the quick-turning corners make you skid infuriatingly and the locations have no detail.

It's not so much that this isn't up to scratch that annoys, but that the N64 *still* hasn't got a racing game to compete with *Rage Racer*. Having said that, after promising beginnings at E3, to see *Lamborghini* trundle out in such tragically average form does tend to smart a bit. And to that end, this really can't be recommended over THE's other pre-Christmas second-party offering *Top Gear Rally* which is far, far better.

TIM WEAVER

Flaw-player

The inclusion of a multiplayer mode in *Lamborghini* is commendable, even with the slowdown that clogs up the sections where more than two cars compete for position. But it's all strangely uninvolving. Perhaps because the backgrounds have been faded out to keep up the speed (making it difficult to predict where the track is going to go). Or because – even though it states they don't – every player's car travels at the same speed, so only when one of you makes a mistake can you jostle for position. Or, because the courses are fairly predictable and fairly easy. Or maybe it's because of all of these. Anyway, it only goes to further prove that four-player split-screeners are very hard to master.



A supremely dull four-player course, this. It's so unbelievably s-l-o-w.

The one-player version of this beach level is actually fine...

...but with this mist it becomes confusing.

A rare jostle for first and second place. Enjoy, eh?

7 VISUALS
Pleasant enough. But it's not exactly dealing with diverse weather conditions, is it?

6 SOUNDS
Terrible, terrible, *terrible* music but actual, really rather good, car engine noises.

6 MASTERY
No pizzazz, really. Nothing to make you gawp and certainly nothing ground-breaking.

7 LIFESPAN
Hard in Expert (for all the wrong reasons) but it's not really a question of how long the game'll last but how long *you'll* last.

VERDICT
Nowhere near as comprehensive as *TGR* and without the handling of *MRC*, *Lamborghini* is a competent but unsatisfying addition to the N64's racing family.

67%

The attention to detail is lovely. Look at the way the French striker knows it's going in and has turned and started running towards the crowd.

Hartson. The big lad makes an impact in the London derby.

A good finish by the Aston Villa boy, this.

FIFA '98

THE ROAD TO THE WORLD CUP

"Andy and I are anticipating something a bit special out there," says John Motson before *FIFA '98* kicks off. And he's not wrong...

The first minute of the game and Wright's showing his eye for goal. Nice, that.

Every goal is followed by an elaborate celebration. Pearcey strains a bit.

Everything about *FIFA '98* is better. Right down to the name. (Why was it called *FIFA 64* in the first place? Surely the development team realised jokes about there being no Peter Bonetti or Nobby Stiles or Bobby Charlton would crop up.) And, while it never comes close enough to *ISS64* to worry Konami, the twentyfold improvements that *have* taken place bode well for the already-in-development pre-millennium outing.

The best thing about *FIFA '98* is that its Canadian developers – helped by a British EA contingent – have finally realised what makes a football game good. (And, in the process, how best to use a licence that the whole world would give their right shinguard for.) Also, they've obviously – and quite rightly – been paying close attention to the mould-breaking *ISS64*.

When was the last time, for example, that a *FIFA* game allowed you to make precision one-touch passes, or pin-point cross-field drives, or defence-splitting through balls? When could you ever run at pace in *FIFA*? When, indeed, was play ever more than an up-and-under punt down the field in the vague hope someone would latch onto the end? The answer? Never, of course. Before now, the programming had been so inept that, even if all these things had been included, you'd never have noticed.

However, in *FIFA '98*, play is often beautifully fluid. As in *ISS64*, a neat passing game is encouraged, with each button on your control pad used to create a different attacking option. So as you pelt it down the wing, bashing away at the Right-C, you can lob a ball into the area as you reach the by-line using the Top-C, then connect majestically – via the B button – and volley home from the corner of the box.

FIFA '98			
EA			
December	64M		1-4
	Controller Pak	~~Cartridge back~~	~~Rumble Pak~~
£60			

FIVE GREAT THINGS IN FIFA '98

The transformation of FIFA '98 into second-only-to-ISS64 form has, with it, brought five brilliant new (or sort of new) features...

Tactics

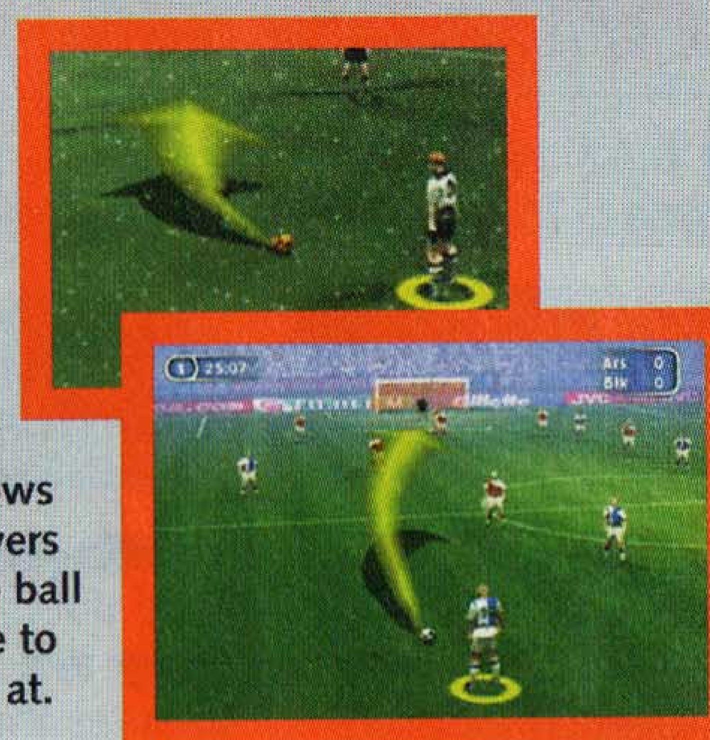
1 ***FIFA 64*, you may remember, had all the tactical prowess of Don Howe. *FIFA '98*, however, chips in with a wealth of new opportunities. As well as last year's Formation, Strategy, Substitution and Positioning options, there's also the new Kick Takers, Attacking Bias, Aggression and Man Marking aspects to get excited about. Okay, so some casual supporters might not find the ins and outs of the Sweeper System particularly interesting, but the point is, it's there if you want it.**

Customising

2 **Buying and selling is an imperative part of the footballing experience, so why, up until now, have only management simulations included the process? Still, who cares? It's here and you can now invite any player in the world – provided you've got enough in your bank account – to the tropics of Barnsley or Wimbledon. *And*, more significantly, you can also customise individual players, changing their hair, face, skin colour, number, kit and position. So finally *you* can play for your favourite club.**

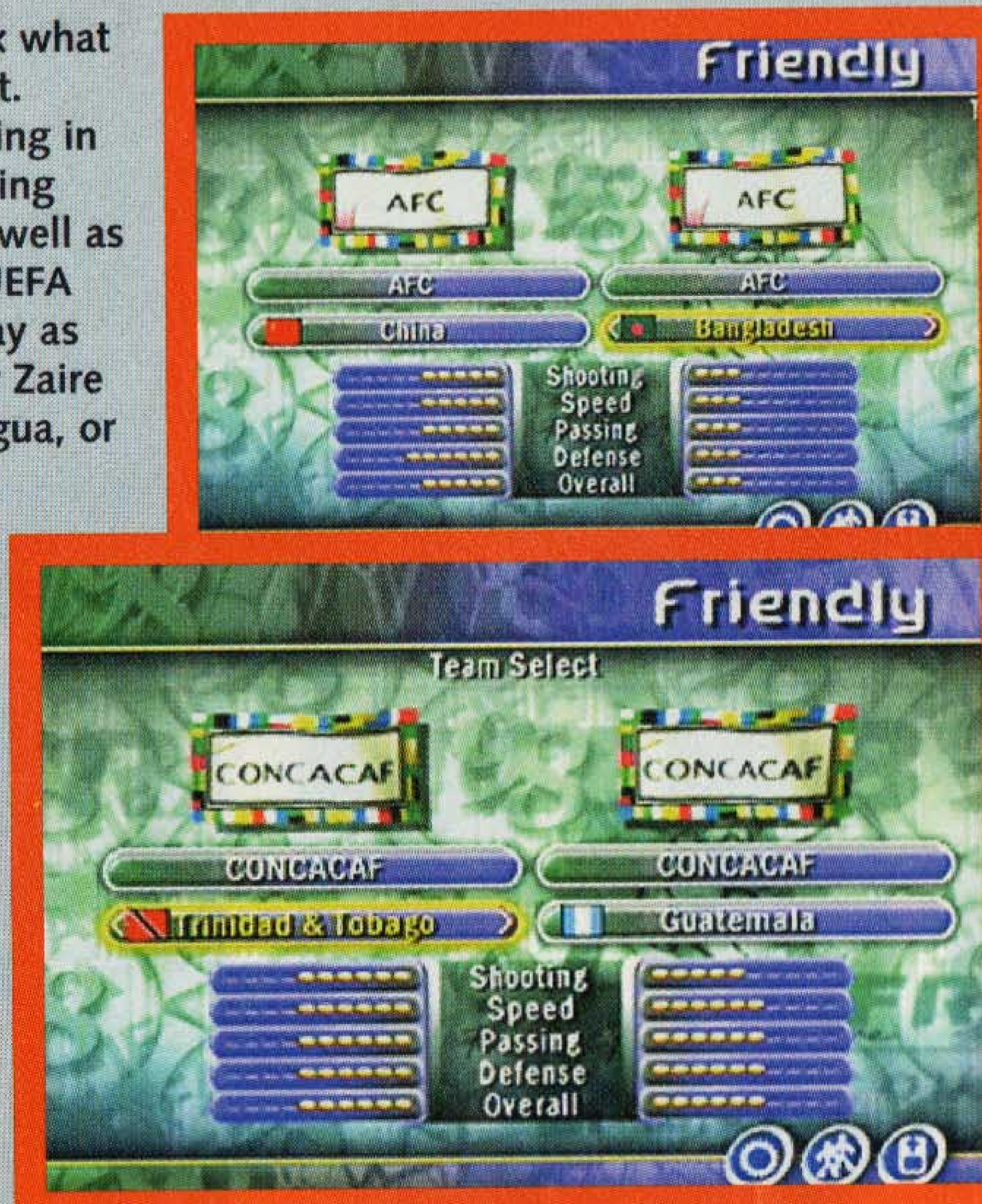
The directional arrow

3 **Using the analogue stick and the shoulder buttons, you can adjust the flight and curve of any dead ball you choose. The best thing about this is that you can curl a ball in from a corner without having to bother with the erratic disappointment of aftertouch. (Although that feature is included too.) It also allows you, from free kicks, to switch players and move into space, receiving the ball before your opponent has a chance to get an idea of what you're playing at. Fabulous.**



The licence

Obviously. But look what they've done with it. Every team competing in every world qualifying competition. So as well as the more familiar UEFA groups, you can play as Togo, or Algeria, or Zaire in the CAF, or Antigua, or Jamaica in the CONCACAF, or – and this *has* to be worth waiting for – Bahrain and Iran in the AFC. Additionally, the biggest national teams in Europe – from England, Scotland, France, Italy, Germany plus others – and Brazil, the USA and Malaysia.



The close quarters lob

Although there *was* a lob in *ISS64*, it didn't work like *FIFA's*. Here, you use the lob to chip a little ball into the next player in front of you, therefore avoiding the man marker which comes towards you. It was a move originally spearheaded in the otherwise awful PlayStation football game *Power Soccer*, but here it's been implemented *and* works a treat. It's best employed as an alternative to the through ball, and if you've got tall front players you're laughing. Oh, and the chesting down animation is great.

HERE INDOORS

And, as if the outdoor rigours of *FIFA* weren't tasty enough, you can also slip into the shiny-floored squeakiness of the indoor court. And, for the first time ever, it all actually works quite well. (Indoor games have, after all, never *really* been great.) Something else worth looking out for: the gorgeous player reflections in the floor. Mmm.

Ultimately, what this ensures, like every good football game should, is hours of yelling and cheering.

And in this new era of referees appearing and taking your name, *FIFA* throws in its own lovingly crafted cut-scenes. When a ball goes for a corner, your player will pick it up and place it down into the D. If the ref blows up for a free kick, your dead ball specialist will throw the ball forward to gain an extra few yards. And, yes, if you commit a foul a referee appears to brandish a card. (With the players arguing a good deal more violently than they do in *ISS64*.)

There are, though, little things. Little *FIFA* things that haven't been addressed. Like the slightly sticky feel of the ball which, even after being orbited down the field, bounces once then stops dead. And the players still often have to finish their frames of animation before they can pass a ball or shoot at goal. This leaves you pulling out your hair as, against the good teams, you're tackled and put on the defensive from a mistake that was not of your making. And the players don't quite have the silken animation of *ISS64's*, David Ginola.

But the overall improvement in *FIFA* is astounding. In fact, such a leap would have been unimaginable almost a year ago when we were plodding through the sewage-like mess that was *FIFA 64*. And while those expecting an *ISS64*-betterer – or even equaller – will be disappointed, those hoping to reinstate their faith in the *FIFA* series won't. And, according to EA, there's better to come next year.

TIM WEAVER

8 VISUALS
Crisp, clean-cut PlayStation-esque visuals. A nice change from the dreaded fuzz.

8 SOUNDS
Great stadium effects and superb music, including Blur's 'Song 2'. And perfectly audible Lynam, Motson and Gray.

7 MASTERY
The frame rate lets it down but this basic engine promises much for *FIFA '99*.

8 LIFESPAN
Tonnes of stuff to trawl through: qualifying, the World Cup, the national leagues and custom competitions.

VERDICT
A real surprise. Massively comprehensive, technically very-nearly-there and, most importantly, a roaringly good football game.

83%

Two handed sub machine guns – a big improvement over the PC version.

Use the missile launcher to take out targets way away.

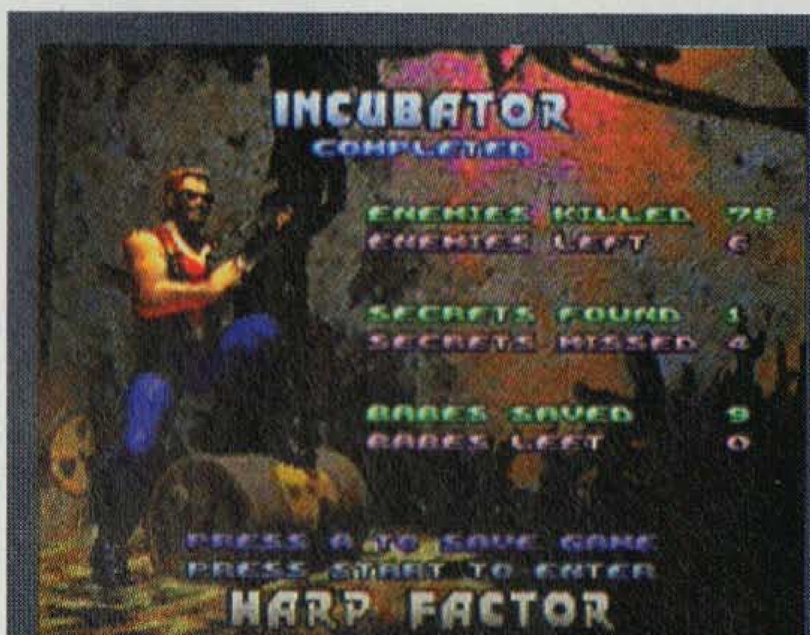
Toilet humour ahoy! Lob in a pipebomb and retire to a safe distance.

DUKE NUKEM

GoldenEye's out – we don't need Duke Nukem. We've got to admit that's what we were thinking as we plugged our copy of *Duke Nukem* into the N64.

However, the more we played, the more we got to thinking. *GoldenEye*: 18 levels, *Duke Nukem* 28 plus secrets. *GoldenEye*: excellent multiplayer options, *Duke Nukem*: more multiplayer options than any game on the N64. *Duke Nukem*: a serious contender for *GoldenEye*'s crown? Surely not.

We're not going to try and keep the suspense for the next five pages – you've already had a look at the score at the end anyway. *Duke*'s a brilliant game – definitely one you ought to consider. It's not *GoldenEye 007* but it's about as close as you're going to get for a very long time to come.



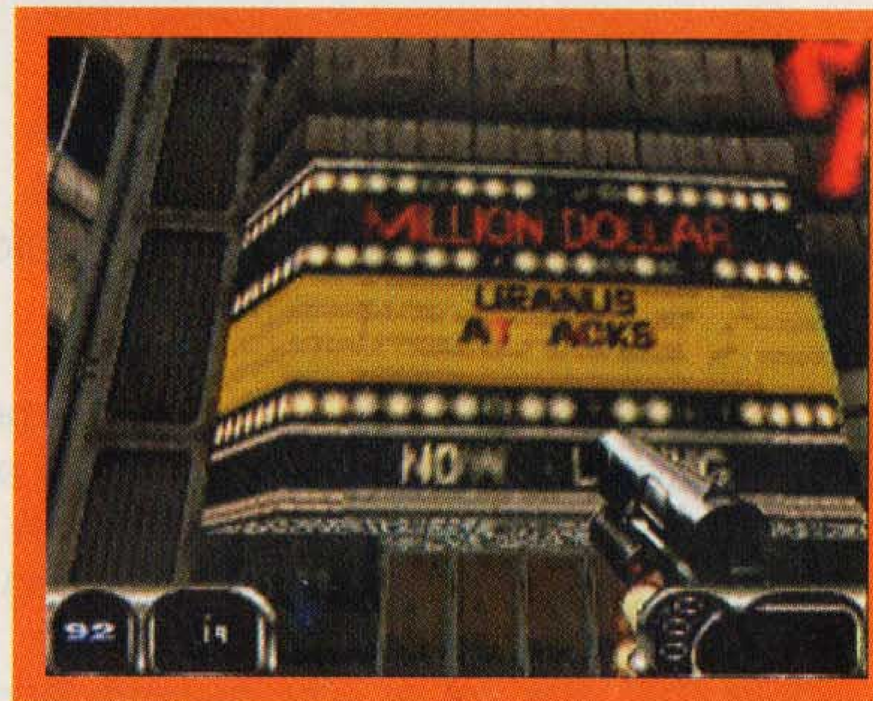
The end of each level rewards you with a summary screen. LIKE THIS ONE!

DUKEMATCH 64

It's what Doom and Turok needed and GoldenEye has in spades. Duke Nukem's deathmatches are great. There are 30 levels – here are six of our favourites.

Favourite 1
Hollywood Holocaust

Distinguishing features: The cinema and the toilet block.
Why we like it: It's the first level so everyone knows where everything is. The secret passages mean that you're never too far from anyone else.



Favourite 2
Spaceport

Distinguishing features: The force field doors and the water fountain.
Why we like it: Another compact level ensures that there's a minimum of wandering around looking for one another.

Three cheers for the EXTREME close up.

The special effects are another area of big improvement. This is the plasma cannon.

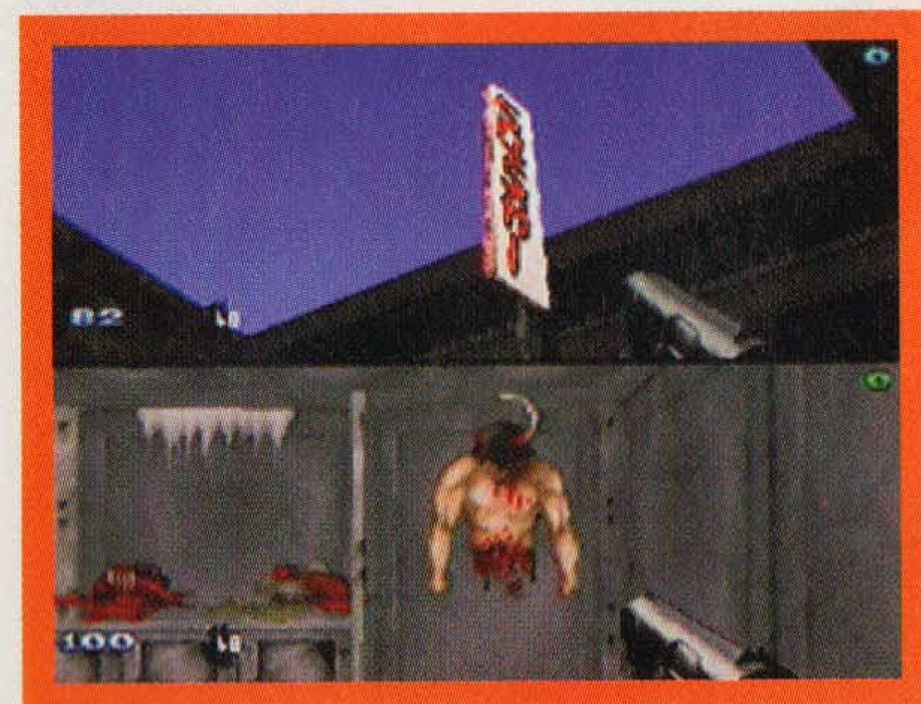
Nintendo's censors o' taste have wiped through *Duke Nukem* like a giant Kleenex. It's still a great game, though...

64

Duke Nukem 64			
GT INTERACTIVE			
Out now	64M	1-4	
	Controller Pak	Cartridge back	Rumble Pak
£55	Sponsored by INTERACT		

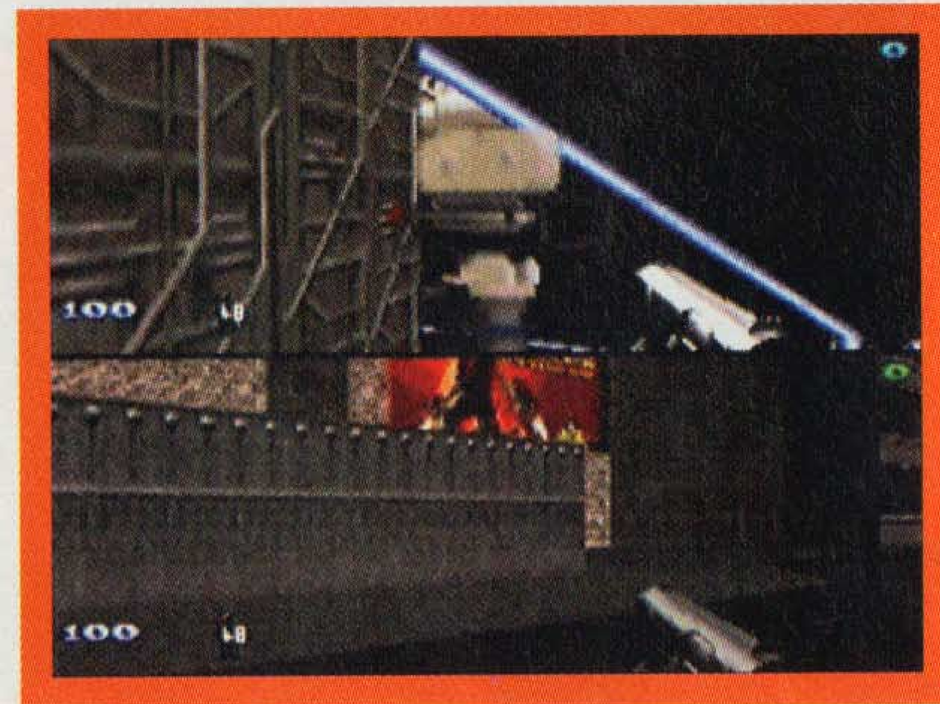
Favourite 3
Raw Meat

Distinguishing features: The Sushi bar at the beginning.
Why we like it: Plenty of pick-ups and a fairly easy layout make this another level that's easy to get used to and great fun to duel on.



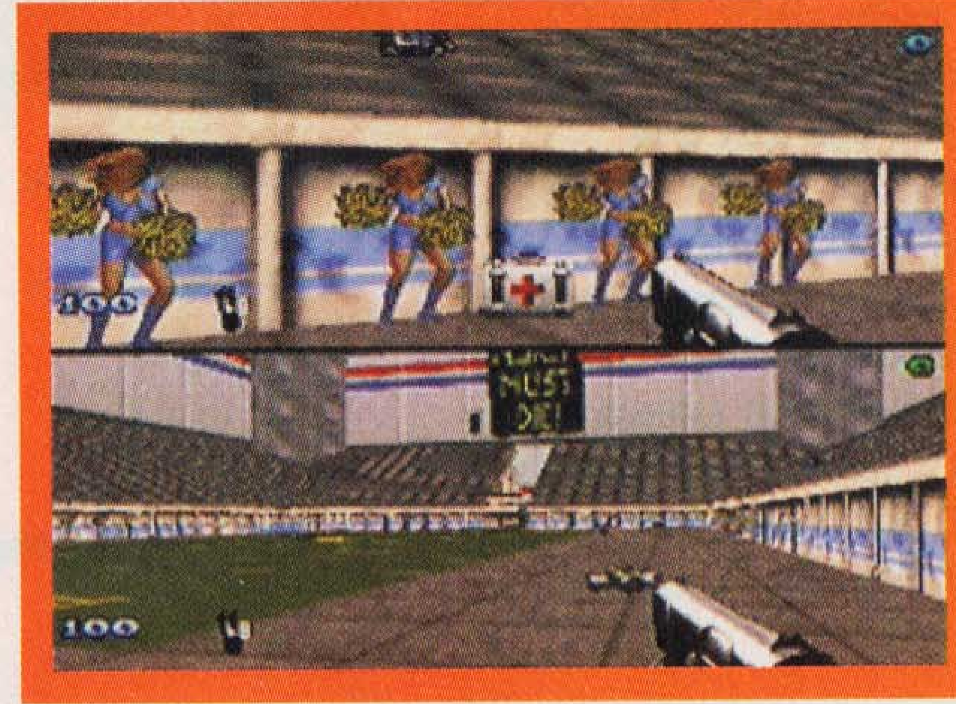
Favourite 4
Movie Set

Distinguishing features: The film cameras, sound stages and props.
Why we like it: Can be quite tricky if you don't know where to look for guns but the film studio theme makes a great backdrop for your fighting.



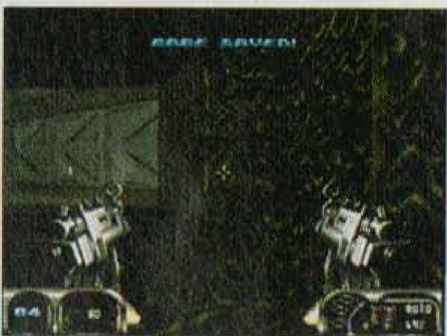
Favourite 5
Stadium

Distinguishing features: Er, it's a football stadium.
Why we like it: There's nowhere to run and hide – it's simply a case of picking up the biggest weapon and being the quickest with an accurate aim.



GO! GO!

SHIP SHAPE AND BRISTOL FASHION
Yep the Nintendo Taste Police have been through *Duke Nukem* with the dubious moral vigour of a Victorian Vicar.
OUT go any serious swear words.
OUT go the strippers and the, ahem, ladies of the night.
OUT goes saving slime-encrusted 'babes' by shooting them. (It's a magic press of the 'Open' button now.)
OUT go the strip clubs and peep shows.
Apparently it's perfectly acceptable to pop pipe bombs under people and blow them up by remote control, but any flash of bare naked ladies is right out. We'd like to develop this argument further, but we really couldn't care less – the game's the same with or without the filth.



DUKE O' HAZARD

The whole idea with *Duke Nukem* is not just to blow monsters/your mates away, it's to blow them away imaginatively. Any old *Doom* player can shoot a zombie with a shotgun – it takes a master to sneak up, pop a grenade in his back pocket and scoot off before things get hot. There's plenty of opportunity for this sort of hyper-violent malarky in *Duke Nukem 64* and we at **N64** Magazine have developed a few favourites.

It's in the pipeline!

Essential equipment: The pipe bomb and ammo
Technique: Monsters aren't the speediest of fellows and this little technique allows you to take full advantage. Switch to the pipe bomb, rush in, drop one, rush out and detonate.
Extra points for: Not retreating too far, allowing you to watch your enemy have his body parts redistributed freely over the surrounding walls.

◁ *Eyeball your target, draw your pipe bomb and drop on. So to speak.*

▽ *Now retreat round a corner and press the trigger. KABOOOOOMMMM. Etc.*

△ *Now take a quick look at your handiwork. Not a trace of your foe to be seen.*

Exocet body check!

Essential equipment: Missile launcher and heat seeking missiles
Technique: The best place to be with a missile launcher is atop a nice tall building. Any living thing walking below can expect a more than average-sized 'cap' popped in his 'ass'. Sorry.
Extra points for: Direct hits tend to vaporise your target. Aim a little off and you can blow them sideways.

△ *Pig boy over there little suspects what's about to hit him.*

A heat-seeking missile in the mush. It's only fair. ▷

TUROK OR NOT?

To play PC *Duke* you needed to master at least half the keys on a standard keyboard as well as a mouse. So when 3D Realms came to do the conversion they were presented with a problem – how can we squeeze everything on to Nintendo's joypad?

They've come up with two solutions, neither of which feels quite right. The C-button movement/analogue aim is N64's preferred *Turok*-style set-up, but the arrangement of the jump and duck buttons still takes some getting used to and changing weapons or special items (via the D-pad) is a positive buttock twinge. The analogue movement/D-pad aim seems easy initially when you don't have much aiming to do, but is extremely difficult when enemies start coming from above and below.

Right Shoulder – Open / Jump

Top-C – Jump / Forward
Right-C – Sidestep right / Sidestep right
Left-C – Sidestep left / Sidestep left
Bottom-C – Duck / Backward

Left Shoulder – Use inventory item / Use inventory item

B – Scroll weapons / Duck

D-Pad up/down – Aim up and down / scroll inventory item

D-Pad left/right – Scroll inventory item / scroll weapons

A – Scroll weapons / Open

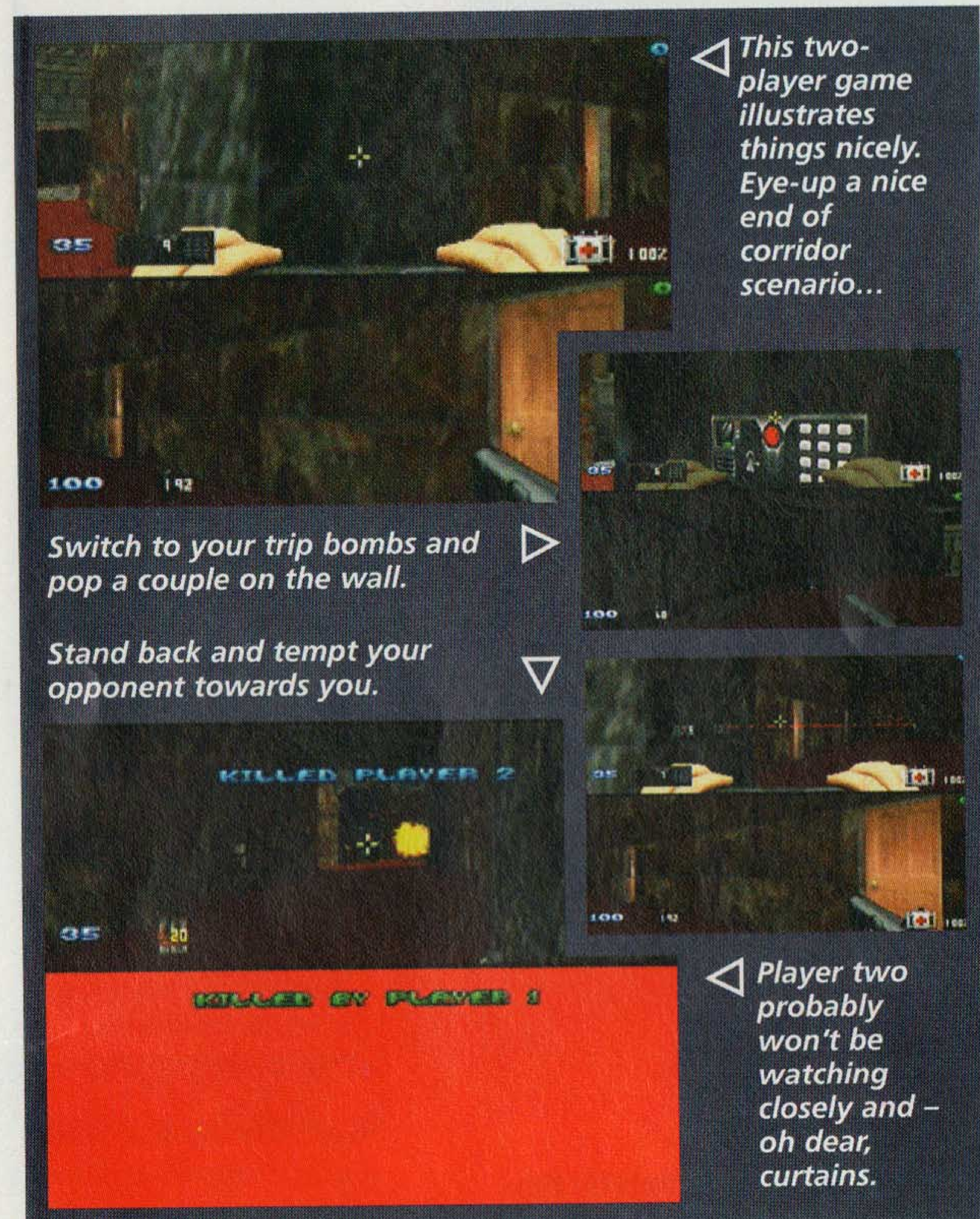
Z Trigger – Fire / Fire

Analogue – Movement / Aim

Key
Analogue movement
Analogue aiming

Lazy Laser

Essential equipment: Laser trip bomb
Technique: Anyone breaking the path of the laser will be blown to bits. Lay the trip bombs in narrow passageways for maximum effect – just remember where they are when you have to back-track.
Extra points for: Laying a laser trip bomb is easy enough – a real master will lay them in front of tasty pickups to add bait to his trap.



This two-player game illustrates things nicely. Eye-up a nice end of corridor scenario…

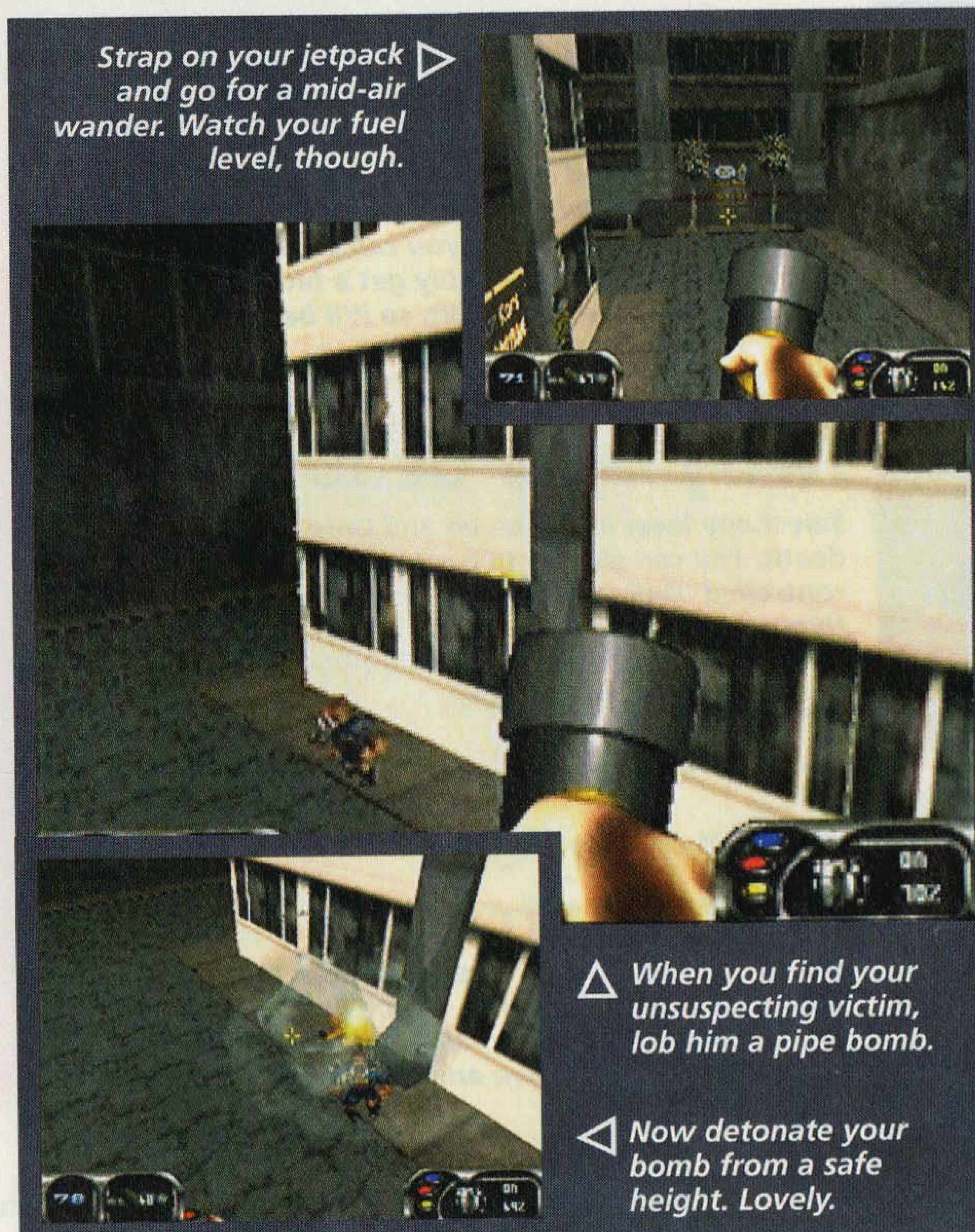
Switch to your trip bombs and pop a couple on the wall.

Stand back and tempt your opponent towards you.

Player two probably won't be watching closely and – oh dear, curtains.

Jetpack Willy!

Essential equipment: A jetpack, a pipe bomb and ammo
Technique: This method is really an extension of the 'It's in the pipeline' trick. Instead of running away though, the idea this time is to drop pipe bombs on unsuspecting aliens from the hover position.
Extra points for: Creeping up so silently that no one hears you coming – the first thing they'll be aware of is the clink of the falling bomb, then…



Strap on your jetpack and go for a mid-air wander. Watch your fuel level, though.

When you find your unsuspecting victim, lob him a pipe bomb.

Now detonate your bomb from a safe height. Lovely.

PASS THE PORT

When it comes down to it, *Duke Nukem* is a port of a fairly elderly PC game. (This is most noticeable when it comes to controlling *Duke* – there are barely enough buttons on Nintendo's controller to cope.) However, 3D Realms have worked wonders with the conversion, editing certain 'offensive' bits, reworking the bosses and adding the odd extra level here and there. You'd like a full list of them. Yes you would.

Hollywood Holocaust
Gun Crazy
Death Row
Toxic Dump
Launch Facility
The Abyss
Battlelord

Spaceport
Incubator
Warp Factor
Fusion Station
Occupied Territory
Tiberius Station Lunar Reactor
Dark Side
Dreadnought
Overlord

Raw Meat
Bank Roll
Flood Zone
LA Rumble
Movie Set
Rabid Transit
Fahrenheit
Hotel Hell
Stadium

Castle Dukenstein
Piracy
Shaft

Duke Nukem 64, then. It's not a title that's excited the more die-hard N64 fan to a peak of expectation, and with *GoldenEye* so fresh and inviting on the shelves, why would anyone want a 64-bit conversion of an elderly PC game? Because it's good? Oh, okay then.

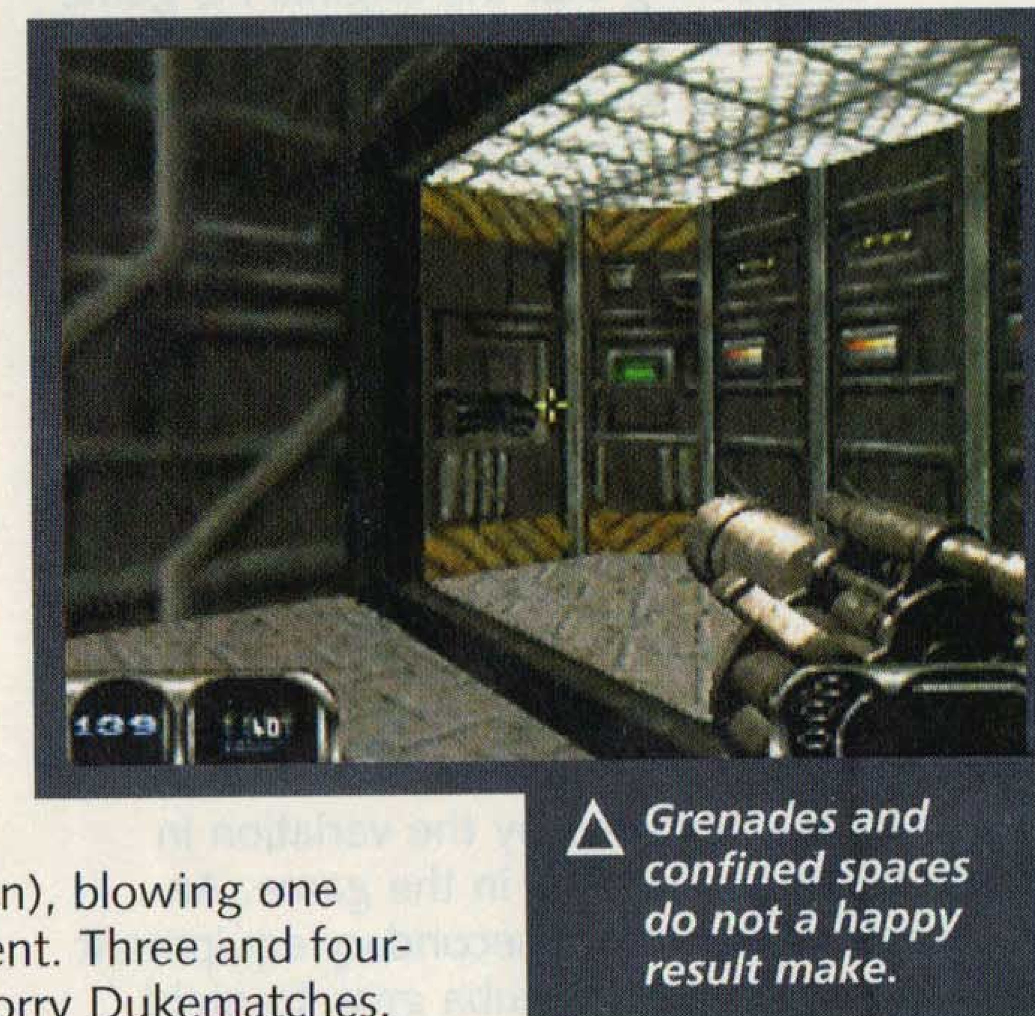
Yes, *Duke Nukem* is an excellent addition to the N64's library. No, it's not new (the PC version was reviewed by Jonathan himself in his PC Gamer days back in 1995). No, it's not had a full 64-bit makeover (the levels are largely the same as the PC's and the monsters are by Mr. Blur of Sprites Inc.) And no, it's not nearly as 'adult' as before (as Nintendo have had their red censors pens out). However, none of these things matter that much if the game itself is still a bit special. And *Duke Nukem* most definitely is.

For the non *Duke*-literate, Duke Nukem is the hero of a tale that involves aliens, invasions, dodgy goings-on with busty young women, more aliens, lots of guns and a style of game known as '*Doom*'. For story lovers, *Duke* uncovers an unsavoury plot to abduct "our babes" and take them back to an Alien world for the purposes of… something – it's all very unsavoury. Anyway, that's the excuse for 28 levels of all sorts of explosive-related blood-letting.

The mixed news for anyone that *has* played *Duke Nukem* before is that, apart from the censorious changes enforced by Nintendo, the levels in *Duke Nukem 64* remain largely unchanged. Certainly all of the main puzzles – *Duke Nukem* is far more puzzle driven than *Doom* – remain the same. Similarly, *Duke*'s monsters (never its strongest point) remain as the flat, rather blurry (but now non-pixellating) sprites. The difficulty remains the same – in fact it has probably gone up quite a bit because you can now only save at the end of a level, not whenever you fancy as with the PC version.

However, the major advance for *Duke Nukem 64* and possibly the best feature of the entire game, is the selection of split-screen multiplayer options. The two-player co-operative mode is excellent, with two Dukes battling their way around the levels, covering one another and, occasionally (if Friendly Fire is turned on), blowing one another away by accident. Three and four-player deathmatches, sorry Dukematches, take place on any of the game's 28 levels and, although some locations are distinctly better than others for the purpose, they're great fun with loads of weapon and inventory item variation. The use of sprites ensures there's plenty of CPU power left to

GO! GO!



Grenades and confined spaces do not a happy result make.

MODES IN THE WHOLE

There's more than one way to skin a cat. Apparently. Although none of us have ever tried. *Duke Nukem*'s got a fist-full of play modes as well. We've tried all of them, though. Here's a quick run-down for you...

Single-player

Just you, lots of aliens and 28 levels of Total Carnage™. Nice enough for a while, but you'll finish it fairly quickly, buy another joypad and start on...

Two-player cooperative

Get a friend around and take on those 28 levels with two Dukes and a split screen set-up. Be careful, mind – if Friendly Fire is set to on, you can unwittingly blow your pal away. You'll probably get a bit fed up with all that brotherly love after a bit, so it'll be time for...

Two-player deathmatch

Select any level in the game and Duke it out to the death. You can choose to have up to two computer-controlled 'Dukebot' clones in along with you to make things more complicated. When you're both fully skilled, you might want to invite two control-pad owning friends around for...

Four-player deathmatch

As with the two-player version you can play for a certain number of kills or to a time limit. The four-player split-screen loses a fair amount of resolution but there's no slow down and the game licks along at a cracking pace.

Tricks and treats

Duke Nukem **on the PC boasted some revolutionary new ways of keeping the player challenged in one-player mode. In fact, most of the game's difficulty comes from beating puzzles and finding your way through levels, rather than just blasting away at the latest batch of monsters that've come around the corner. Here are some N64 favourites:**

FORCEFIELD DOORS
On the space levels, watch out for these semi-invisible doors. Charging into them will lose you health – the only way through is to go and find the operation switch.

SHRINKER!
After finding the key to turn it on, the shrinker reduces Duke to rat stature and allows him to crawl through a maze of tiny tunnels. Beware, though, the effects only last for a few seconds and if Duke expands where there's no room to, he'll be squished.

SQUISHER
The only way forward appears to be through some great rotating cogs. Every time you step in you get squished, though. Perhaps you have to look more carefully...

RUMBLE IN THE (URBAN) JUNGLE
Plug a Rumble Pak into *Duke Nukem* and you'll not be disappointed. Okay, Eurocom haven't quite managed to get the subtle vibro variations of *GoldenEye* or *Starfox* but the facility's there and that can only be a good thing. You'll have to switch and swap when it comes to saving, though – there's no on-cart back-up and there are no level passwords.

avoid slowdown and multiplayer games lick along at a pace even *GoldenEye* might slightly envy.

Considering that the original PC game took up a whopping 50 Megabytes on a PC hard drive and still paused to stream stuff off a CD, the N64 version is a triumph for Eurocom. The sheer level of graphical diversity is impressive in itself, but to spread the game over 28 levels and still include an exciting multiplayer mode is nothing short of brilliant. It might be an old game but there were some grumpy misinformed people spreading filthy rumours that the N64 would never be able to have such a game squeezed on to it. Wrong again. Sigh.

Newcomers to *Duke Nukem* will be pleasantly surprised by the variation in tactics and objectives in the game. An imaginative array of secondary equipment – from jetpacks, to scuba gear, to night vision goggles, to holodukes (a holographic false target), to Porkulators (turn enemies into pigs) – help keep you occupied through your shooting and actually become central to a lot of the puzzles – think how much tedious

The expander gun expands enemies until they explode. Chum!

precision leaping you could have cut out of *Turok* with a jetpack. Weapons freaks aren't short-changed either, with a shrinker/expander weapon, the remote-controlled pipe bomb and the heat-seeking missile just three of the highlights. In fact, if a certain game by the name of *GoldenEye 007* hadn't come along, *Duke Nukem 64* would certainly have been the most varied shooting game on the N64.

GoldenEye 007 does exist, however, and unfortunately for *Duke Nukem*, it'll have been out almost a month by the time *Duke* gets to meet the British public. The biggest disadvantage *Duke*'s got in the face of this Secret Service competition is that his game doesn't feel quite at home on the N64. The controls have been shoe-horned onto the N64 pad, not designed for it, and graphics that tested the power of PCs two years ago get flung around at such a rate by the N64's turbo-charged CPU that sometimes the game leaves you feeling dizzy and disorientated. Eurocom have done a superb job with the conversion, but through no fault of their own, 'converted' is exactly how the game feels.

That said, *Duke Nukem* is still superb entertainment. It's a tough game with some amusing touches. It wipes the floor with *Doom*, and holds its own against *Turok* (mainly because of the multiplayer mode), but it's not on a par with *GoldenEye*. You get the feeling it's going to be quite a while before something matches the quality of Rare's finest, but *Duke Nukem* would make admirable entertainment while you wait.

JAMES ASHTON

7 VISUALS
Plenty of background variation and some great open spaces. The only let-downs are the blurry sprite monsters.

7 SOUNDS
Loads of speech and the explosions rumble nicely.

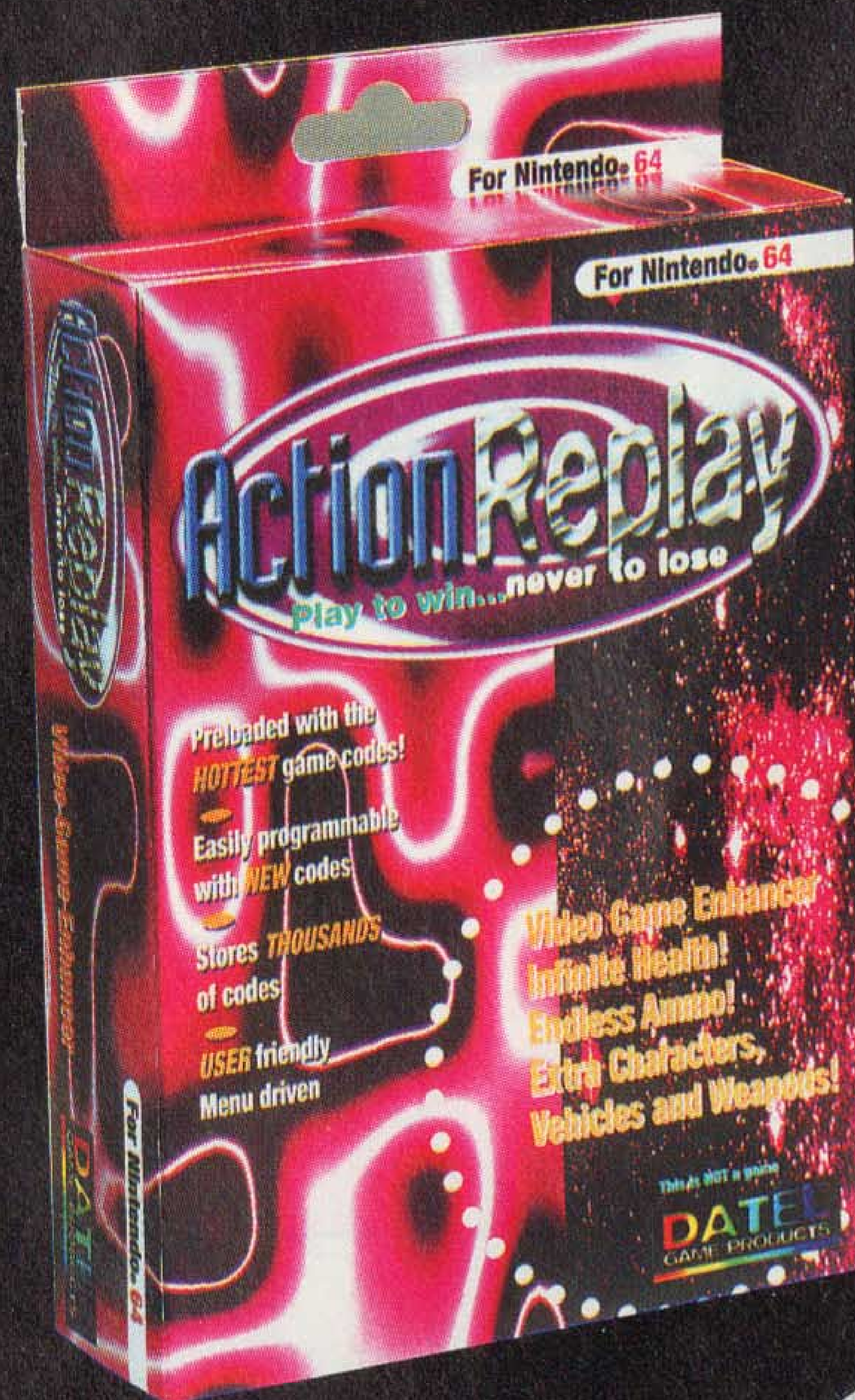
8 MASTERY
An old PC game given a new, fresh and brilliant lease of life.

9 LIFESPAN
It's tricky even on easy and the multiplayer – especially the co-op version – is brilliant.

VERDICT
Second to *GoldenEye*, but excellent multiplayer options and 28 varied levels mean *Duke Nukem*'s still very much in contention. Definitely worth investigation.

86%

A GAMERS RECIPE FOR SATISFACTION;



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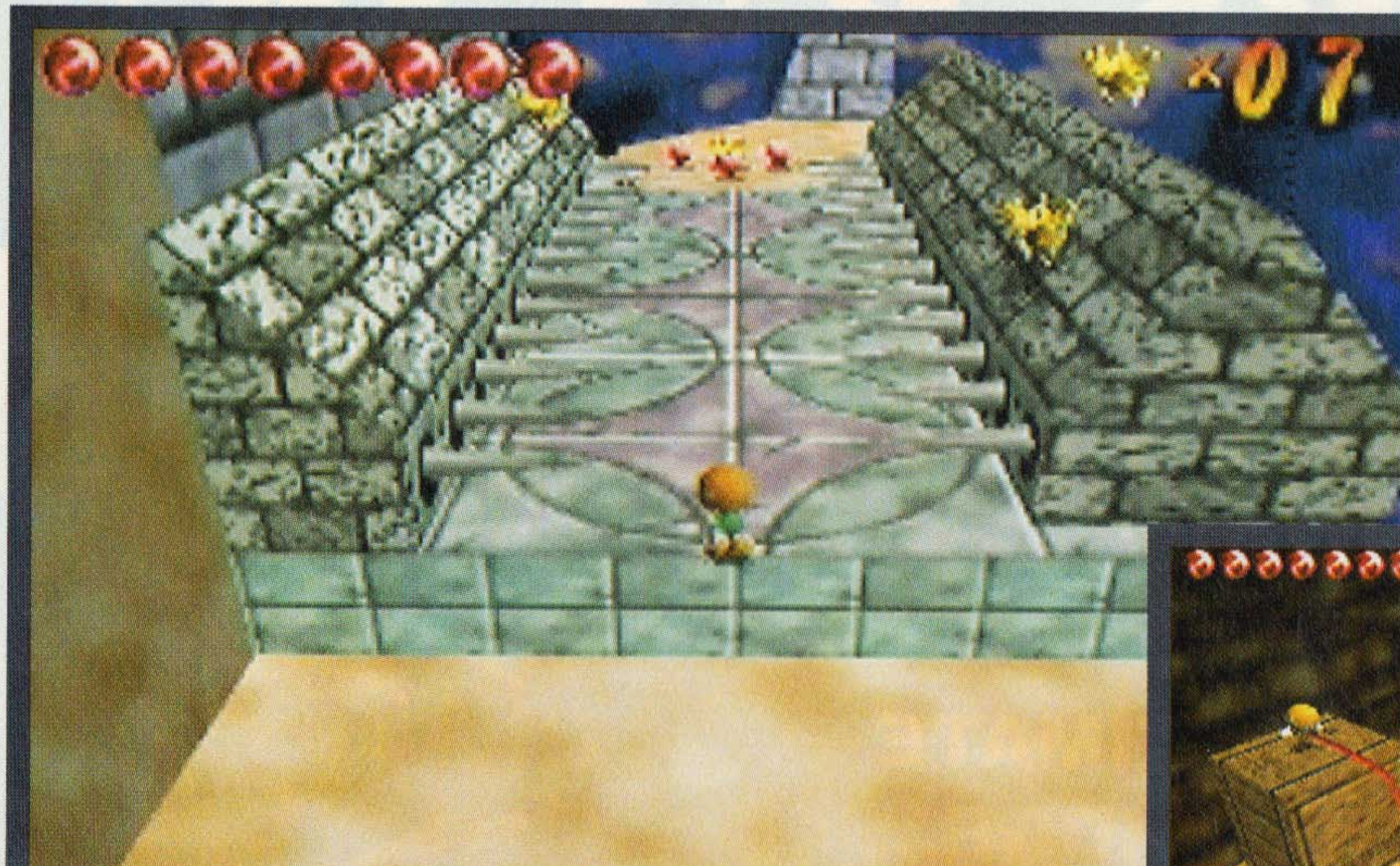
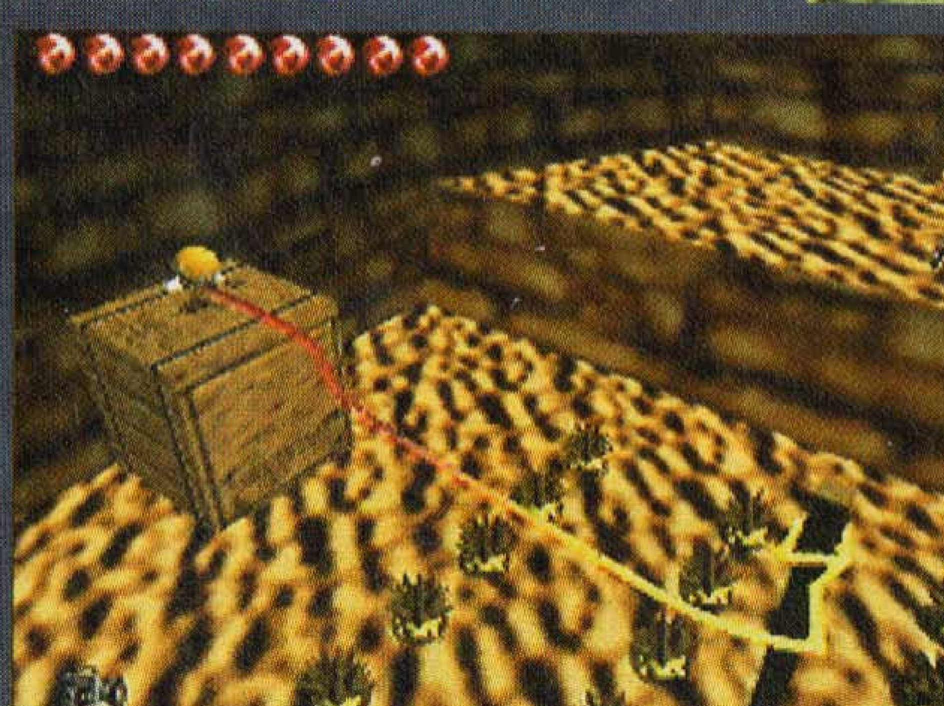


△ Here's Fred (our Chameleon of Choice) faced with two lines of suspiciously wobbling spikes. What should he do, readers?

Don't try this at home. Not unless you're a chameleon with an incredibly long tongue. ▷

You can either swing over these hedgehogs or lick them up. ▽



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CHAMELEON TW

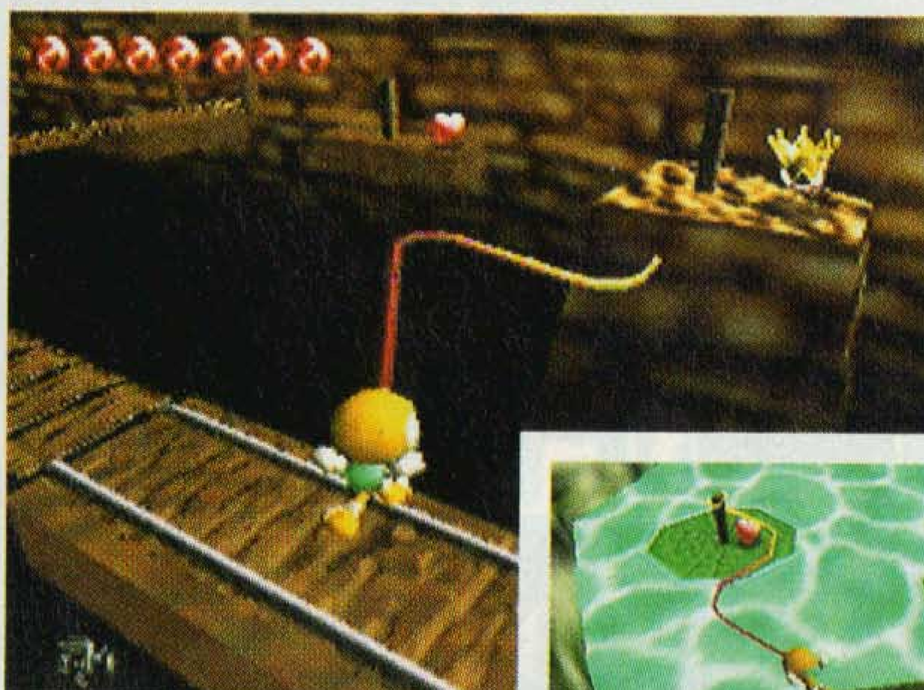
A 3D adventure in which, if you get stuck, the answer's most likely on the tip of your tongue.

AROUND THE WORLD IN JUST OVER AN HOUR

Although *Chameleon Twist* comprises six worlds, to see the end sequence you've only got to complete four of them: Jungle Land, either Ant Land or Bomb Land, either Desert Castle or Kids Land, and finally Ghost Castle. It's a bit like *Lylat Wars* in that respect. Sort of.

JUNGLE LAND

Chameleon Twist's *first world is a gentle introduction to tongue skills and gets the inevitable foresty bits and the disused mine out of the way in one fell swoop, allowing the rest of the game to be much more inventive.*

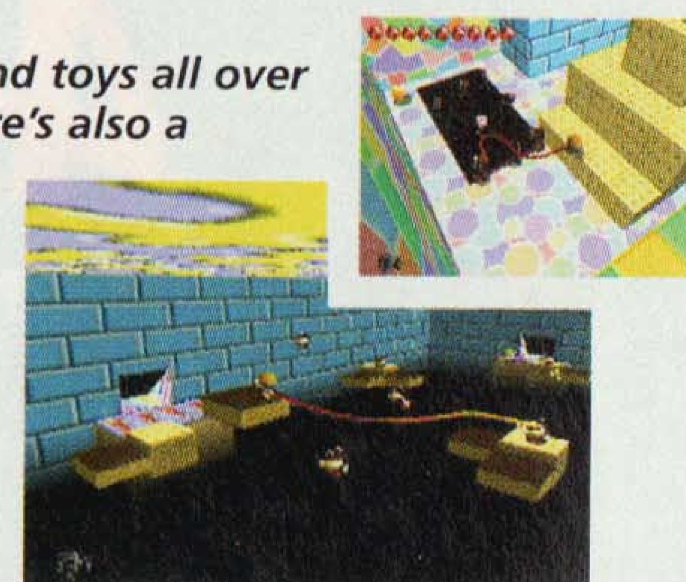


DESERT CASTLE

This is the most platform-gamey world and it consists of one giant scrolling area, with some very tricky jumping sections, flowing rivers of sand, flying carpets and scary giant sand monsters.

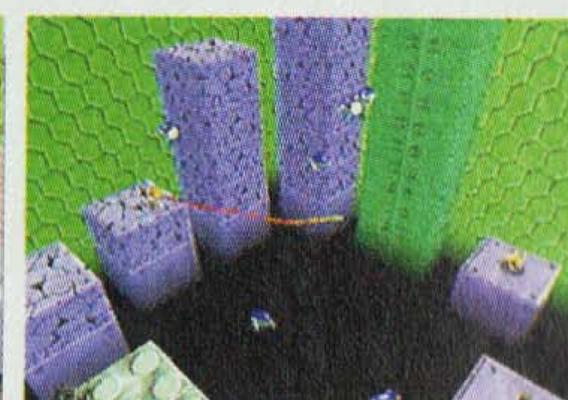
KIDS LAND

There's chocolate and toys all over the place here. There's also a distressing room that's virtually empty apart from moving platforms floating about in it, whose positions are impossible to judge with any accuracy.



BOMB LAND

This one's full of – yes – bombs. There are two major types. One sort runs around the floor and can only be destroyed by flicking the other sort – flying bombs – at it. Amusing chain reactions are possible, and bits of scenery can be blown up too.



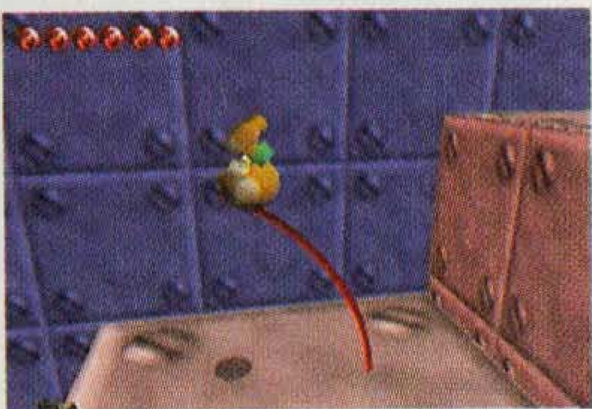
A TONGUE-FULL

Chameleon Twist revolves around your little lizard's tongue. Quite literally on many occasions.

Baddies, for example, can be licked up if you press B to extend your tongue and then waggle the joystick around to pursue them. They can subsequently be spat out machine-gun-fashion at other baddies.

You can also grab onto poles with your tongue and then winch yourself across wide chasms or sling-shot yourself around in circles.

Pressing Z makes your tongue shoot out underneath you, usefully propelling you into the air. Press Z as you're running along and you'll perform a sort of 'pole vault' move, which can be turned into an extra-high jump by pressing A at just the right moment.



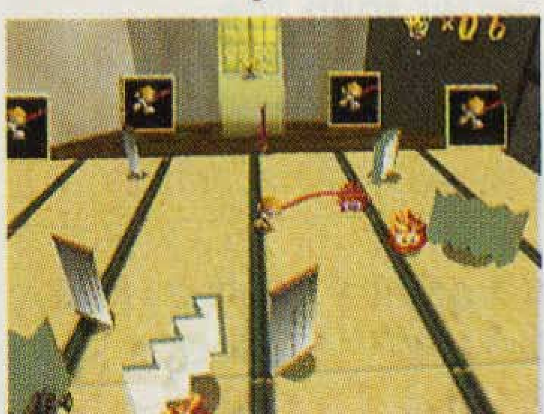
ON IST

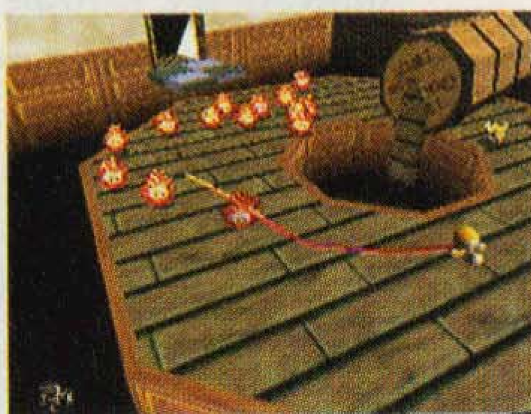
ANT LAND

Columns of marching ants inhabit this castley-looking place. Some, entertainingly, can only be killed by tripping them over using your tongue and then spitting smaller ants at them. At the end lies the Queen. Ant Queen, that is.

GHOST CASTLE

The last level is also the most interesting, with some puzzles that take a bit of thinking about (keep an eye on the pre-level introduction for clues) and a choice of routes. The boss at the end is also the only one in the game that's any good.

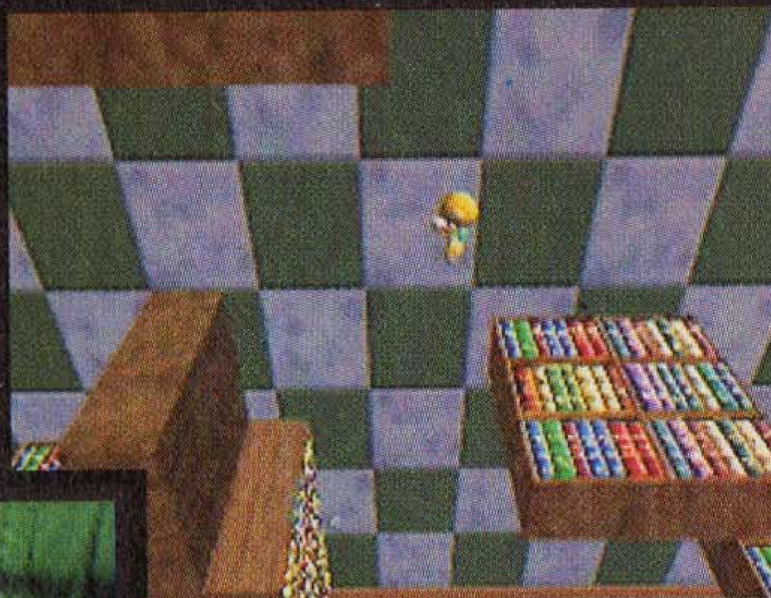


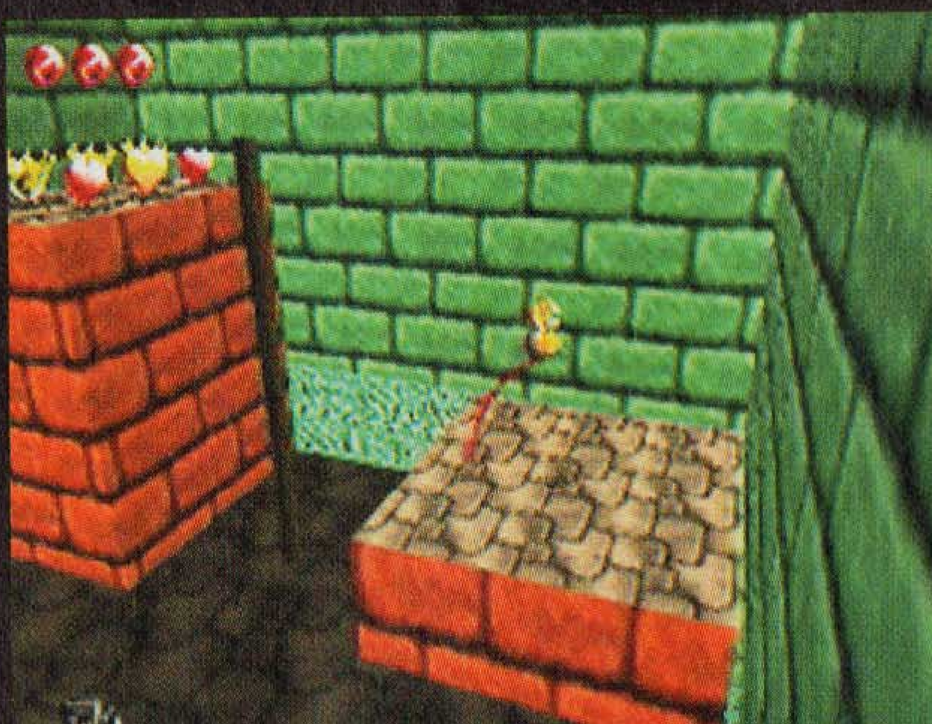


HIGHLIGHTS

There are plenty of 'good bits' in *Chameleon Twist.*

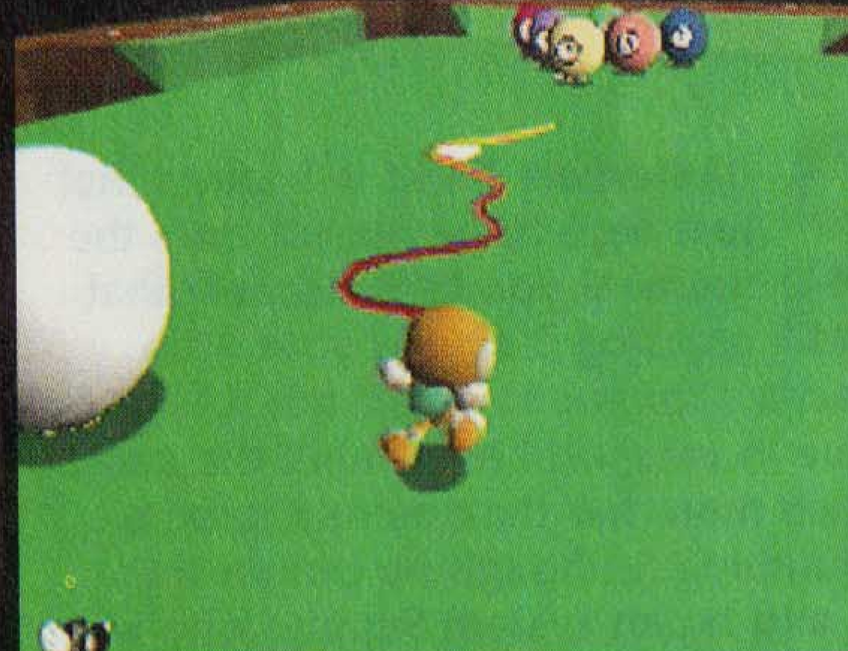
Walk into this library room and, to a deep rumbling noise, it rotates through 90° so the bookcases become platforms. The books don't seem to fall out, though.





The single niftiest bit of tongue-waggling in the game is called for in this bonus room. You've got to pole-vault as high as you can, grab the pole and then, with a flick of the wrist, swing yourself onto the crown-filled platform above. And all within the space of about 0.3 nanoseconds.

Like an increasing number of games, Chameleon Twist includes a pool table bonus room. Having accrued the required 50 crowns to enter it, you can then earn another crown through potting all the balls by striking the cue ball with your tongue. The dismal camera system makes it a little tricky to aim, though.



The Desert Castle world boasts some conveyor-belt-like shifting sand areas where, although you can't fight the unstoppable tide of sand, you can lasso poles and zip from side to side collecting things.

The most intimidating of Chameleon Twist's monsters are undoubtedly these large red ants, which chase you about at alarming speed.

The scariest bit of the whole game is near the end and has you tiptoeing along narrow, creaking planks high above a black void, in pursuit of crowns.

CROWN CAUGHT

Scattered about in *Chameleon Twist* are crowns – 25 in each world. Some are easy to collect, others are balanced in difficult-to-reach places, and still others don't appear until you've completed certain tasks. You don't actually need to collect any crowns at all to complete the game, but if you collect 20, out of the 25 in a world, a little crown sticker appears on that world's square on the map. And what happens if you get a sticker on every world? We're still working on that one.

GO! GO!

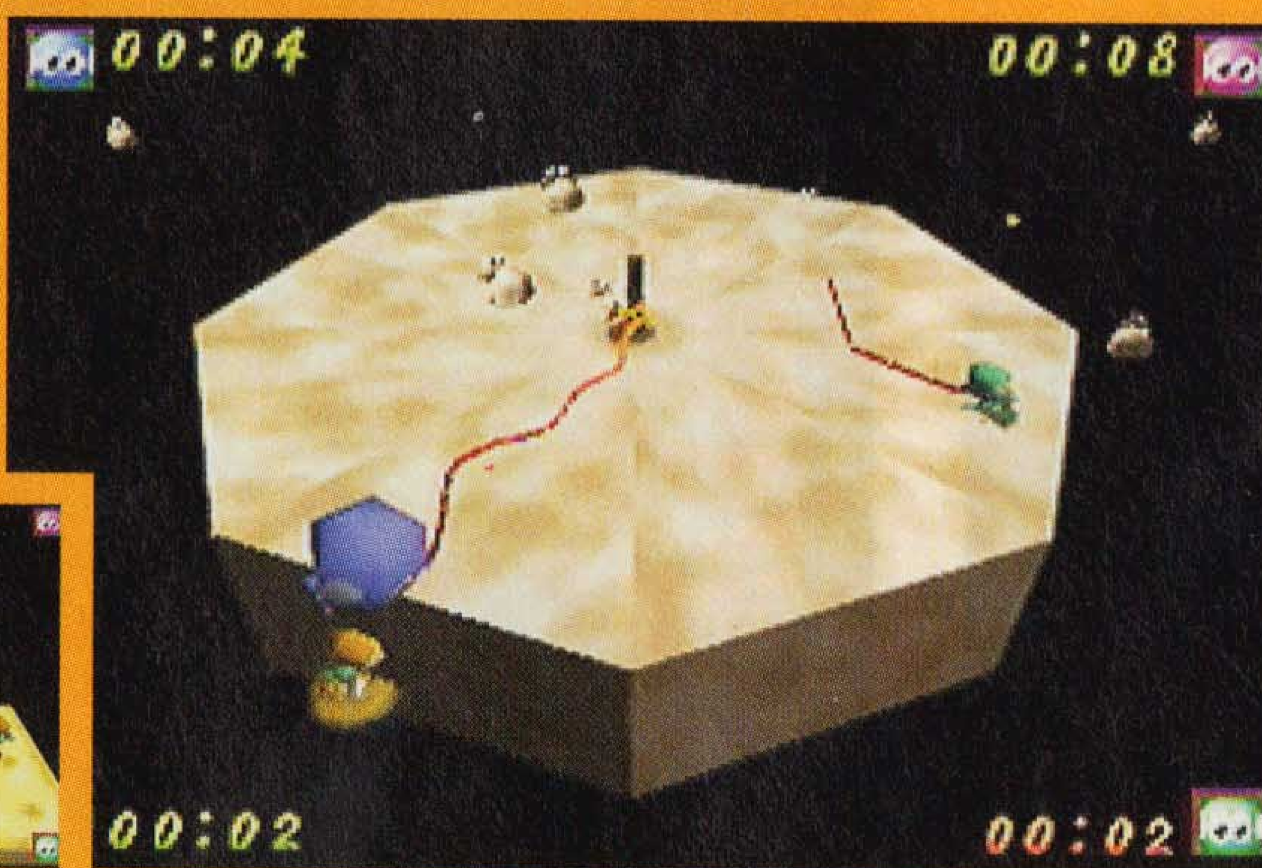
TIMES TABLE
After each world you're also told how long it's taken for you to complete it, and your time is entered into a table if it's any good. Could something secret happen if you beat certain times? It would be nice to believe so. There's a training mode, too, with five timed tasks to perform. Something secret there too, maybe? Not that we've found so far.

DEATH BY A THOUSAND LICKS

By far the most entertaining part of *Chameleon Twist* is its multiplayer mode. But does it single-handedly make the game worth buying? A tough call…

As in the main game, each player chooses who he wants to be out of Davy, Jack, Fred and Linda.

There're then eight arenas to choose from, four 'survival match' ones and four 'time trial' ones. In survival matches, you die if you get knocked off your platform and the last one standing wins. In time trials, on the other hand, you can jump back on again if you fall off, and you can only win by knocking off all your opponents simultaneously.



Chameleon Twist is a game that just begs to be played from the moment you first discover that pressing B causes your little character's tongue to shoot out. Using his tongue to catapult him around the game is much more fun than merely running and jumping (although he can do that too), and Japan System Supply, who've written the game for Ocean, have come up with plenty of novel ways of using the little fellow's skills.

Rooms full of ants, for example, who march across the floor robotically, and can be licked up and then blasted at more serious baddies. Or intriguing arrangements of poles and platforms that require skilful pole-vaulting and sling-shotting. Or piles of blocks that have to be shot away to create staircases. Or candles that must be lit by capturing blobs of flame and then spitting at them.

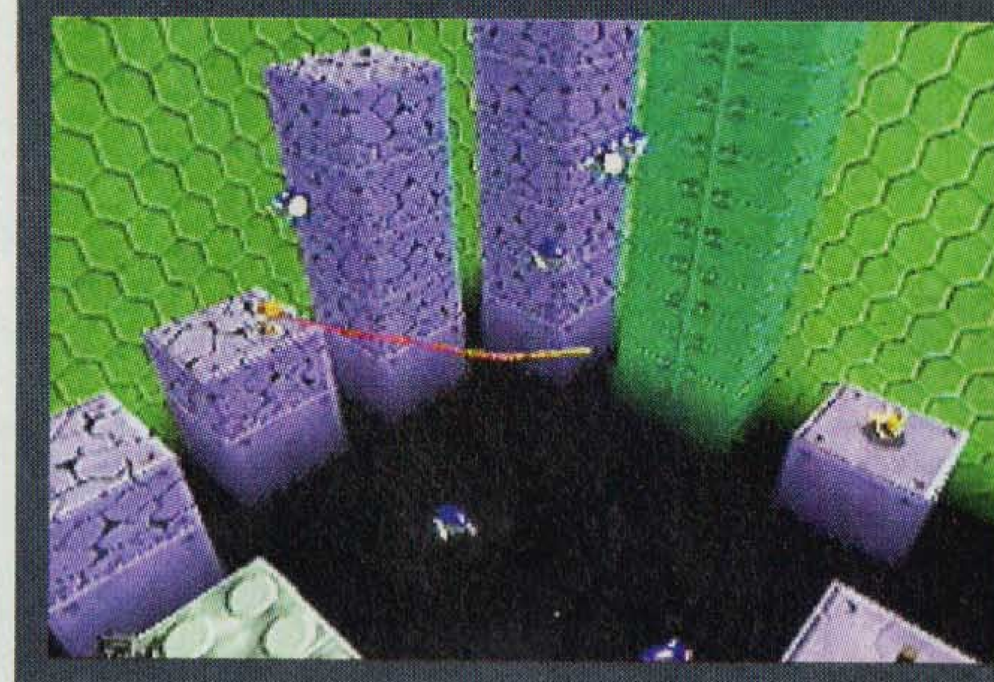
It's good being able to be Davy, Jack, Fred or Linda, too. (I generally plump for Fred.) The worlds are designed as a nice mixture of standalone rooms and large, scrolling areas. And, apart from the first one's, each one's theme is refreshingly imaginative.

But then, like an errant runaway minecart, it all goes off the rails. The most obvious and fundamental flaw is that you'll have seen the end sequence after just over an hour. Admittedly this is only a *Starfox*-style end, in that you'll have a couple of 'alternative' levels remaining to play and some crowns left to collect, but you'll still have seen two-thirds of the game. Ocean reckon *Chameleon Twist* is aimed at 'the younger player', but we know children of five who can complete *Super Mario 64*. *Chameleon Twist* is not only too short, but at its hardest is never more than mildly taxing.

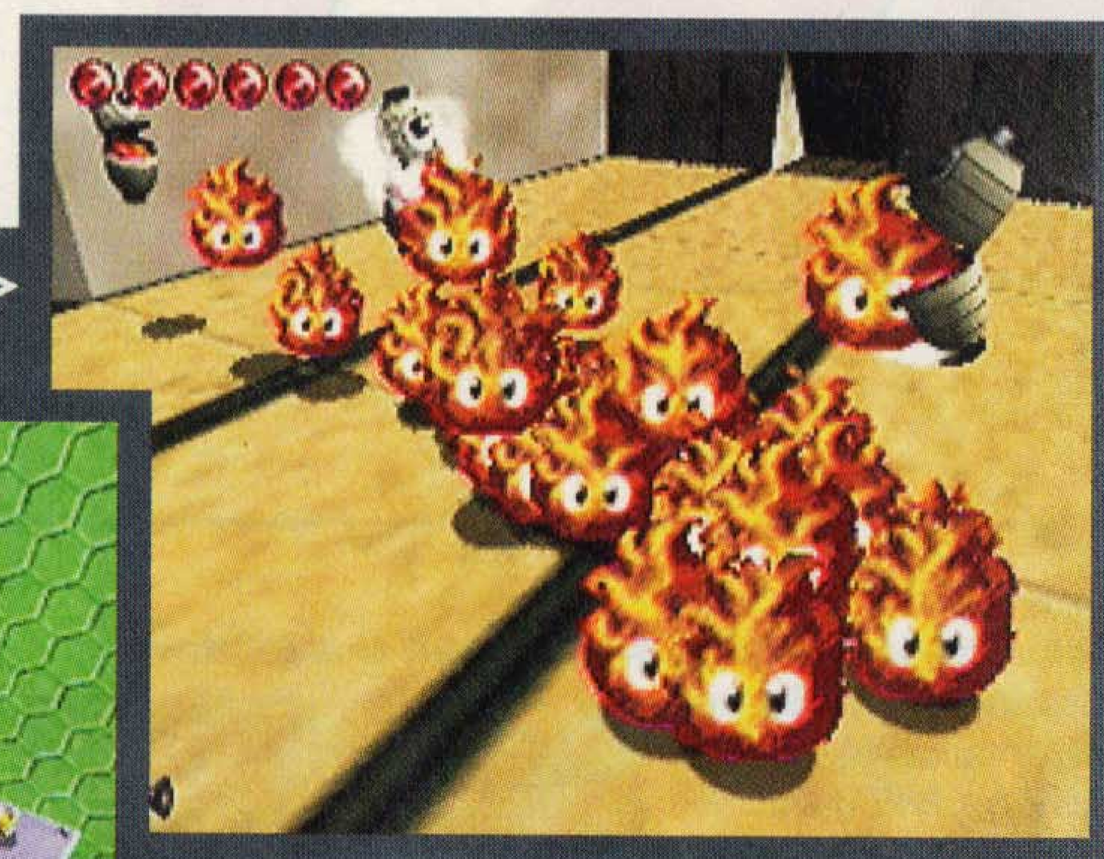
Also disappointing are the graphics, which start off simplistic and never rise beyond the level of half-hearted. The textures are all simple brick walls and wallpaper, and the baddies are mostly scaled sprites rather than the solid polygon animals of *Mario 64*. The perspective seems a bit funny at times, too, making it difficult to judge jumps between platforms floating in mid-air.

The use of cameras is worse than in the Spanish Grand Prix. By pressing L you can flip between a camera that's fixed at one point in the room and one that follows your chameleon around like Latiku, but neither is in any way satisfactory. You frequently disappear off the screen altogether, or are obscured by bits of foreground, and the view is constantly lurching and spinning as the algorithms get confused.

Oh, and rather than specifying one of the four save-game slots before you start and then having the game save automatically, you've got to remember to pause the game and save every so often.



Reaching the exit to this room is one thing. Getting the crown as well is quite another.



There's probably not much point in buying *Chameleon Twist*, then.

Or so I thought.

But then I managed to prise James away from *Diddy Kong Racing*, Tim away from *Automobili Lamborghini* and Wil away from this week's edition of Shoen Jump, and we tried out *Chameleon Twist*'s bizarre multiplayer mode. And it's brilliant! With four chameleons running around tangling their tongues together while the screen rotates, and plates and skulls flying all over the place, it's semi-impossible to predict what's going to happen from one minute to the next, which is always an advantage in a multiplayer game. And the eight arenas and two styles of play make for plenty of variety. It's tonnes better than the lacklustre four-player mode in *Bomberman 64*, and I much prefer it to multiplayer *Diddy Kong Racing* as well. And, vitally, I'm the best at it.

£59.99 is a lot to pay for a bit of four-player fun every now and then, though.

JONATHAN DAVIES

4 VISUALS
The most rudimentary 3D environments populated by barely disguised 2D sprites.

4 SOUNDS
Forgettable music; predictable effects.

3 MASTERY
Any console could do this.

5 LIFESPAN
Negligible in one-player mode, but considerably better as a battle game.

VERDICT
Good fun, despite looking a bit rubbish, but only the multiplayer mode offers any long-term potential.

70%

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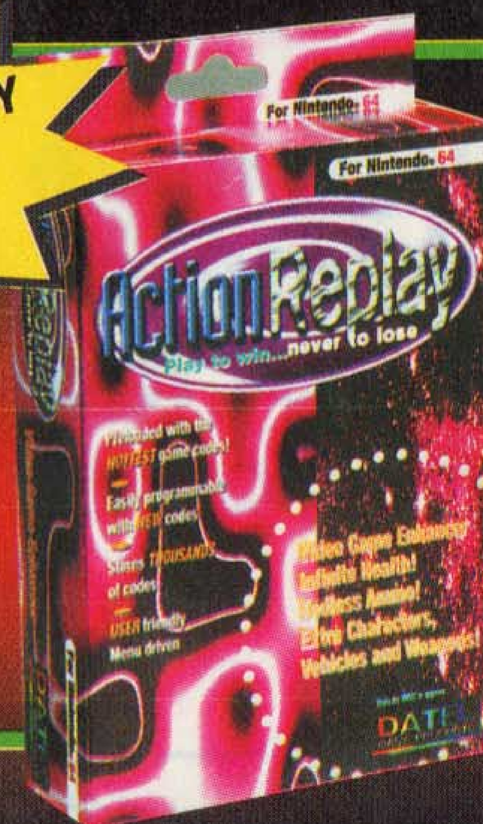

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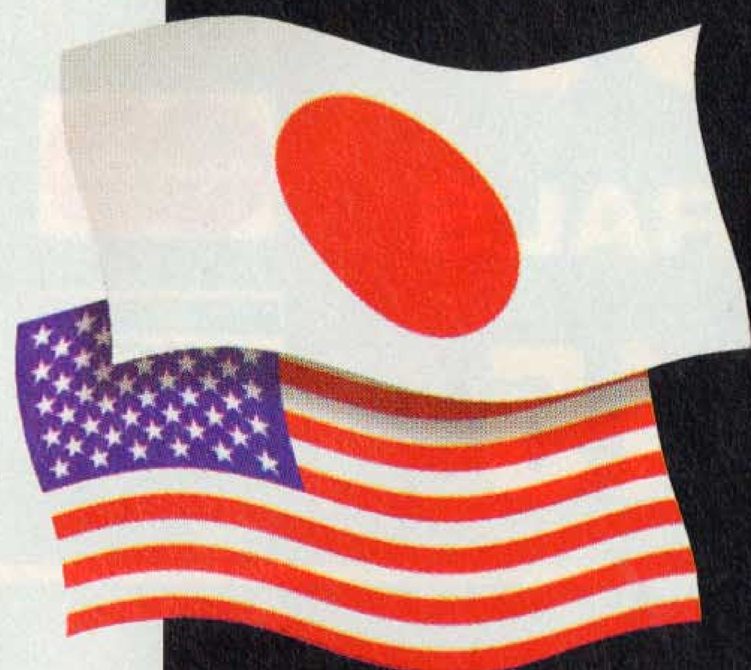
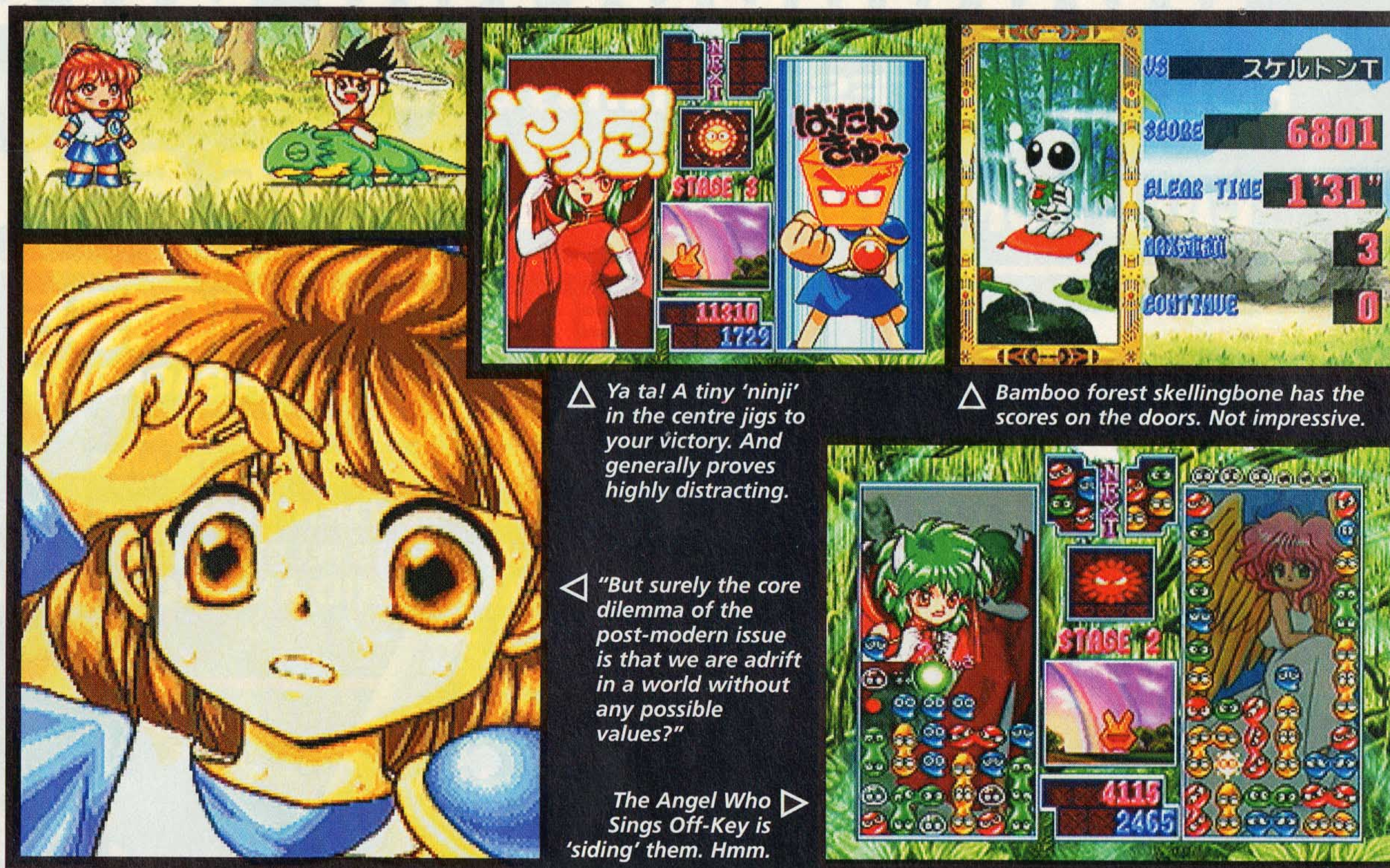


From this page on, every game reviewed in N64 is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.



Ya ta! A tiny 'ninji' in the centre jigs to your victory. And generally proves highly distracting.

Bamboo forest skellingbone has the scores on the doors. Not impressive.

"But surely the core dilemma of the post-modern issue is that we are adrift in a world without any possible values?"

The Angel Who Sings Off-Key is 'siding' them. Hmm.

PUYO P

Puyo will have you popping more bubbles than a guided tour of the N64 Magazine office. But is it what you had in mind when you purchased the most powerful console on earth?

SPOTS BEFORE THE EYES

Unlike some puzzlers we could mention, skill far outweighs luck in *Puyo Puyo*. Learning to stack your wide-eyed, limbless chums for dazzling chain reactions requires practised strategy, as we can demonstrate here...

1 Here's one of the most basic chain patterns you can build, where different colours are lined up in adjacent columns of three. On top of each column is the correctly-coloured trigger for the next one.

2 When it's ready, I pull down the next yellow to make a group of four. The yellows vanish, dropping the purple trigger into three other purples, and the reaction moves right to left. Isn't this scientific?

3 Were this a two-player game, rather than a screenshot contrived in training mode, my opponent would be muttering "Git! Git! Git!" and assessing options of violent retribution.

△ *Little demon cuties in games can put the willies up American translators.*

CALL MY BLUFF

To truly appreciate the charms of *Puyo Puyo* you have to play it in the original Japanese. It is the most bonkers, loco, messed-up, hatstand, Arooga! Arooga! crazy old mug of loonjuice ever to defend the argument for cultural relativism. Honestly, those *Kirby* and *Robotnik* versions were effectively toned down for the West...

Cutie anime girl is the star. With her bouncing buddies, known as 'Puyos', she challenges all wrong-doers to a traditional game of wits and skill. Which, interestingly enough, shares the name of 'Puyo'. Hence the title.

In Story Mode, the little devil-girl Satan singes this blubbing skullhead with her fiery breath because he refuses to share his 'Puyo', an oriental kettle of green tea, when she's gagging for a drink.

Japan has plenty of weird and wonderful folk tales regarding the creatures of the sea. The 'Puyo', or feisty fish, boasted magical arms and legs and regularly got into scrapes with its crude fist gesturing.

Perhaps now you appreciate why we haven't seen much of this game over here. The simple story mode's boss is a beached surfer wearing the traditional paper bag mask – or 'Puyo' – to obscure his nerdish myopic visage.

Puyo Puyo Sun 64			
COMPILE			
Japan: Out now	64M		1-2
USA: TBA	~~Controller Pak~~	Cartridge back-up	Rumble Pak
UK: TBA			
¥5980 (Approx £28)			

UYO 64

Our office telly needs degaussing. It took worrisome moments to work out why I kept losing at *Puyo*, and why all my blobs down the left hand edge were a mauvish blue.

Bit of background for you. *Puyo* is still a major money-spinner in Japanese arcades, where it attracts an unusually high proportion of female fans. Don't ask why. Although it's never been big over here, we have enjoyed 16-bit versions of it in *Kirby's Ghost Trap* and *Dr. Robotnik's Mean Bean Machine*.

And it's astoundingly simple to pick up. *Puyo* blobs fall from the sky in pairs, filling your screen. If the screen overflows, you lose. Sound familiar? Too right. Even the pulling down/rotating controls are identical to *Tetris*. To remove puyo blobs, though, you must connect four or more of like colour, whereupon they pop and vanish. You don't need to make a straight line, just as long as each blob touches the next horizontally or vertically.

The next level of mastery involves setting up chain reactions. When a group is removed, the blobs above drop to fill the space. This can result in another group being made instantly, so they'll pop too. Over time you'll learn to build massive patterns of incomplete groups, all ready to tumble in sequence when you add that all important last blob.

Now enter the 'versus' dimension, played against a CPU or human opponent. Every time you connect a group of blobs, you drop a colourless neutral 'blocker' on your opponent's side. This blocker will only disappear if you pop an adjacent coloured blob. Chain reactions multiply the number of blockers you inflict on your adversary, ultimately bringing down lines of screen-choking hell.

This is where it gets very clever indeed. Big chains can bury your opponent in neutral blockers, which is good: but leave it too long and the blockers being dropped on you will interfere with all your hard work, making you scrabble frantically to clear them away or even force you to start from scratch. So your whole gameplan becomes completely dependent on the tactics of the other player, choosing whether to keep building that major attack or abandon it to exchange small volleys of troublesome littl'uns.

That's *Puyo Puyo* in a nutshell, but it doesn't begin to describe the actual experience of the two-player game. Sometimes you're so engrossed that everything just falls into place. Literally. At other times the pressure is so overwhelming that you suddenly lose it completely and find yourself staring at a block of meaningless spots, unable to respond (not unlike the feeling I used to get at the start of an exam, actually). The word is 'intense'.

Puyo is, and always will be, a fantastic two-player battle, and thank heavens they haven't messed it up like *Baku Bomberman* or *Tetrisphere*. But it's also changed little in four years, and now sits so uncomfortably next to the likes of *Mario* and *Starfox* that it suddenly whiffs of retro. Did you really spend all that hard-earned cash on a super new console, only to be handed the same old 16-bit fare all over again?

And that's why it's impossible to mark. It's *Puyo Puyo*, still one of the finest competitive puzzlers ever to come between friends and have them growling under their breath at each other. Yes, it's at least three times better than *Puzzle Bobble* and 8.42 times better than *Tetrisphere*. So if you don't own a version or – lumme – you've never played it before, here's a rather expensive opportunity to catch up.

Just don't expect a new era of audio-visual entertainment, okay?

ZY NICHOLSON

ACCESSIBILITY

The options require much trial and error to identify, but the impenetrable weirdness of the Japanese is infinitely superior to the sanitised *Kirby/Robotnik* translations of 16-bit.

2 VISUALS

Ropey 16-bit visuals.

2 SOUNDS

Blip. Splop. Boi-oi-oing. "Aiieeee!"

1 MASTERY

Your N64 is practically being used as a SNES emulator.

9 LIFESPAN

If we're still enjoying 2-player mode four years on, that's pretty telling.

VERDICT

A true classic – very good and very old. Hence our reservations about its place on the N64.

80%

Great strike from the little guy there. Pity, most of the rest of the time he's a useless, fat, dumpy cretin. Harsh. But fair.

You can't actually skip the toss-up. Rubbish.

J-LEAGUE ELEVEN BEAT

ACCESSIBILITY
Absolutely, unequivocally, undoubtedly impossible unless you read Japanese. So, no, then.

7 VISUALS
Nice, high-res surroundings, but the players appear to be made of jelly.

2 SOUNDS
Dreadful, grating music, ludicrous pinball sound effects and no commentator.

3 MASTERY
Visually, yep. Otherwise, this displays no ingenuity at all.

4 LIFESPAN
Nigglesome general play and impenetrable options.

VERDICT
Lacks both *Dynamite Soccer*'s gradual, involving *something* and *ISS64*'s all-conquering brilliance. Thus, *Eleven Beat* is another disappointing Hudson effort.

52%

Get this, right. There're eleven players. And they need to be, er, beat.

J-League Eleven Beat				
HUDSON				
Japan	Out now	64M		1-2
USA	Unlikely	Controller Pak	~~Cartridge back-up~~	~~Rumble Pak~~
UK	Unlikely			
¥6,980 (approx £32)		Sponsored by InterAct		

E*leven Beat* **certainly has more brains than Imagineer's** ***Dynamite Soccer*** **of two months ago. If you're able in the art of reading Japanese, its options will rightly appear crisper, with substantial tactical movement and a tremendous Create Team option where you can build up your own footballing giants from scratch (dictating strip, colours, sponsor and players' hair, skin and individual attributes in the process).**

More significantly, it also features a unique camera system where, instead of offering you the chance to adjust the viewpoint, it automatically swivels during play so that you're always playing away from the camera rather than towards it. This, essentially, solves all the problems of behind-the-goal football games in one fell swoop. But, like *Dynamite Soccer* before it, the very nature of fatboy football means *Eleven Beat* remains an unconvincing advert for the 'alternative' approach.

To begin with, play is frequently uncomfortable, with the podgy players unable to get up even a hint of a head of steam. Instead they amble about the pitch, never really caring whether they get to the ball first or not. At least *Dynamite Soccer* had a speed-up button. Eleven Beat doesn't and, as a result, feels about as exhilarating as a George Graham side.

A lack of speed is forgivable. A lack of even the most basic ball logistics, however, isn't. Presumably – if this is anything to go by – the Japanese game is played with a beach ball. Watching it drop in front of you, then shoot back into the clouds, then come back down again, then shoot back into the clouds is a prospect only slightly less inviting than a lengthy bout of root canal surgery. You simply can't control it before the second bounce – it won't allow you to, so by the time you do latch onto it, the opposition is right on the spot.

Relegation beckons, then? Oh, certainly. And to compound matters, *Eleven Beat* also blatantly parades the age-old score-from-the-same-position-every-time glitch. So if you're trailing with minutes to go, fear not. Simply run diagonally into the box and ensure victory *every* time. And the sense of self-satisfaction is absolutely… well, nothing, actually. Last minute goals produce whimpers and mumbles, not the house-rattling cheers familiar from *ISS64*.

In the *Bomberman* school of disappointments, then…

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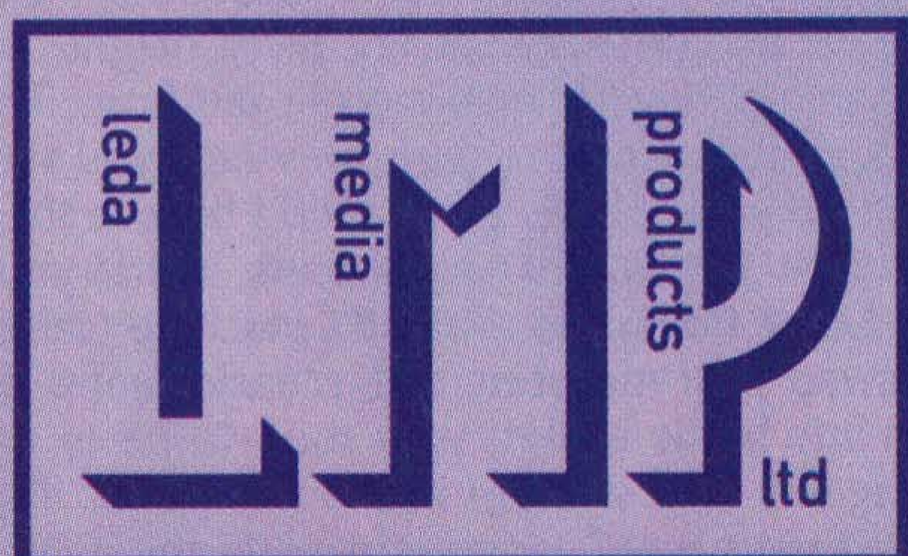


Tel: 01992 503133

*No.1 Company Input Devices, Chart-Track September 1997.

HOW TO...

get your head around

Pocket Monsters

In Japan, *Pocket Monsters* on the Game Boy is breaking all records. And it's coming to the N64 next year. But what actually is it? Our man in Tokyo creates a monster.

by Max Everingham

Created by Nintendo and licensed by Tomy, *Pocket Monsters* (or *Pockemon* as it tends to be known over here) has generated a massive following in Japan. The story begins with two children called 'Red' and 'Green' who grew up together and then sadly grew apart becoming rivals. You take the part of one of these kids – indeed, you have to show your colours from the start and decide between the 'red' or 'green' cartridge when you first buy the game – and the plot unfolds from there.

The idea is to find *Pocket Monsters* and keep detailed records of each one's attributes. You pay to leave them in Pockemon hotels, and they eventually develop into fully mature, socially responsible, caring adults. Then they go out and kill everything in sight. Or attack it at the very least. They start by simply striking with the tail but as they get older they can learn other attacks, such as biting. To make the best record book however, you also have to fight the *Pocket Monster* gym leaders (there are eight of them in the Pockemon world) at the gym in each town you visit. And that's all the instruction you get; the rest is up to you.

The Pocket Monsters are categorised in two main ways: by 'kind', with monsters ranging from Poison-Spine Monster and Double-Shell Monster to Evil Monster; and by 'type', which is more elemental (fire, water, poison, stone, flying, etc.). Then, in strict RPG fashion, their physical attributes are listed, including offensive and defensive ability, level, height, weight and what animal they've metamorphosed from. These characteristics form the basis on which you stage battles.

But the joy of this game, and I believe the principal reason for its extraordinary success, is that you can hook your Game Boy up to a friend's machine (cable required) and swap your monsters in the 'trade centre' or send them into battle against your soon-to-be-ex pal's menagerie. One word of caution however: if you haven't yet earned a high ranking in the game and you swap monsters with a higher-ranking friend, your 'traded' monster may just ignore you!

How to raise a monster

With *Pocket Monsters* being a Japanese-only release everything is, of course, in foreign. And being essentially an RPG, there's a good deal of text to deal with. Now, I know a little Japanese (but that's enough about Mikii...) but for the purposes of this article, I'm assuming complete ignorance. Which isn't difficult. So basically, the first challenge here is to see if I (and any non-Japanese-fluent **N64** Magazine readers wanting to try out the game) can even get the thing to work at all. Here's an illustrated step-by-step guide showing exactly how I got on: Start here ▽

◁1 *Looking good so far.*

Ye Gods! Such a big manual for such a little game. Bin this, I reckon... 2 ▷

◁3 *Press the start button and...*

...you get this warm welcome. Well, let's take a deep breath and go with the default... 4 ▷

◁5 *Hurrah! That must have meant 'start a new game'. So here we are, into the first of about a billion text screens.*

First off, I'm welcomed by a bloke who looks like a doctor. At least I hope he's welcoming me. But what's this?! I've got a menu, so he obviously needs me to do something. Keep pressing the 'A' button, I reckon.

◁6 *Aarrggh! Choosing the default has given me a great big screen full of squiggly things! But stay calm! This is obviously a name-entry screen. But it's all in Katakana, so let's fudge something and move quickly on...*

And let the games begin! 7 ▷

Next come a procession of three kids. No idea what they're saying to me so it's that 'A' button again. Make it stop! Oh oh, another of those menus. I recognise this from last time so I don't think I'll choose the default again, else I'll get that name-entry screen. Go for the next one down...

Yep, that seemed to work. Hey! The next kid is calling me by the name I put in! Neat! (I know this, because I just chose the first character in the menu, nothing else.)

I'm in a room which is obviously my bedroom, since I'm standing in front of my Super Famicom (the first of the many nice touches). There's a computer in here too so let's go over and hit that 'A' button again. Aaiiieee! Another menu! I know, I'll select the default with my friend the 'A' button...

Well I could go on but let's just say that, having had the game for a few days now, and with my limited but fairly functional Japanese, Game Boy *Pocket Monster* has surprised me. On a cosmetic level the graphics are simple but sharp, resembling the Famicom RPGs and none the worse for being in monochrome. The gameplay, once you get the hang of all the menus, is excellent and at any time you have access to progress reports on your character's status and experience, the Pockemons you've trained, the state of play, and the items you've collected. And this is without the added pleasure of pitting your monsters against your friends' creations.

But, and this is a massive, Hindenberg, Titanic sort of 'but', if you haven't got a clue about Japanese the game is going to give you serious problems. While you can bumble along in a haphazard kind of way and still get by, the plethora of menus, text and associated options are going to dramatically affect your appreciation of the game. So really, if you want to savour the pleasures of *Pocket Monsters* for yourself you're faced with two options: get a book out like Pavlov's guide on 'The joys of trial-and-error for immortals', or learn a bit of Japanese and GET IT ON!

POCKET MONSTER POPULARITY CHARTS

Who's the most popular *Pocket Monster*? Here're the results of a survey conducted by The 64 Dream, a Japanese monthly N64 magazine.

Pikachu	*1089 pts*
Myu	*423 pts*
Lizadon	*132 pts*
Myutsu	*125 pts*
Zenigame	*113 pts*
Hitokage	*106 pts*
Kamekkusu	*104 pts*
Fushigidane	*90 pts*
Raichu	*75 pts*
Kairyu	*69 pts*

1	1089	ピカチュウ
2	423	ミュウ
3	132	リザードン
4	125	ミュウツー
5	113	ゼニガメ
6	106	ヒトカゲ
7	104	カメックス
8	90	フシギダネ
9	75	ライチュウ
10	69	カイリュー

FEEL THE QUALITY

The little monsters benefit from a licensing drive which makes the Power Rangers marketing look totally daft. Every department store and toy shop has a large section devoted to groaning shelves of *Pocket Monster* stuff and the products range from the expected to the downright ludicrous. Pencils, puzzles, key rings and plastic dolls are par for the course and unlikely to raise an eyebrow, but then there's the midget replica Game Boy metamorphosed into a projectile-chucking weapon. Tomy are getting a bit carried away methinks.

Other essential items include a *Pocket Monster* board game, plastic monsters in myriad sizes, RPG-style dice (not furry, alas), packs of stickers and an album to go with it, a card fighting game, pencil-tops, pencil cases, yo-yos, mugs, T-shirts, a monster training guide and oh, look, I've had enough of this. I'm quite sure I haven't seen all the various incarnations of the wee beasties, and you could most likely spend a lifetime counting them all up. Basically, if you can think of sticking *Pocket Monsters* on something, then the marketing blokeys probably already have.

GO! GO! ▷

Pikachu rules OK

Pikachu is Japan's most popular *Pocket Monster*, so despite the fact that it looks like a rabbit gone wrong, respect is due. Readers of a leading Nintendo magazine over here put him in first place in the Pockemon charts with 1089 points, nearly two and a half times more votes than the character in second place (Myu, with 423 points). Almost as popular as Tony Blair then.

And indeed he must be, because our Pikachu, as we like to call him here, is to be the honoured subject of the very first N64 *Pocket Monster* game. With the roughly translated 'babytalk' title of, '"I'm fine," says Pikachu' the game will be the first in an inevitably long line of *Pockemon* adventure-type jaunts. Already, in response to questions from eager monster fans, Mr Hongo has hinted at further releases – "Pikachu is one of many *Pocket Monsters*, after all", he says.

Pikachu merchandise is currently the curse of parents everywhere, with little kids constantly haranguing their folks to buy the kit. Tragically, there's even a *Pocket Monster* song being aired on the radio at the moment, featuring a girl singer yelling 'Pikachu' every few bars. Ye gods!

The very latest product though – if you'll forgive the marketing parlance – is an actual-size (I have this on good authority) Pikachu doll which speaks when you place it in the palm of your hand. Or maybe I should say that it speak. The only utterance you're going to get for your money is a perky 'Pikachu!' as its little cheeks flash red. Ahhhh. Worth the money, then, no doubt. But just in case you don't feel quite ready to take the plunge, we're offering one up for grabs to the reader who can suggest the most original new piece of *Pocket Monster* merchandising. So send your suggestions in to the usual address, but no mention of pencil cases or duvet covers, please.

All in all then, Nintendo and Tomy are on to a big winner here. The snowball just keeps on rolling and with the N64 game, it can only get bigger. There have been suggestions that Nintendo turnover in Japan has become reliant on the (admittedly massive) sales of the *Pocket Monster* game, given the dearth of quality N64 software titles. Well, I'm not sure about that but I've been so busy lately that I've hardly even made a dent in *GoldenEye* or *MK64* (I know, I know) and there are at least 15 more new titles to come before Christmas. So many games, so little time.

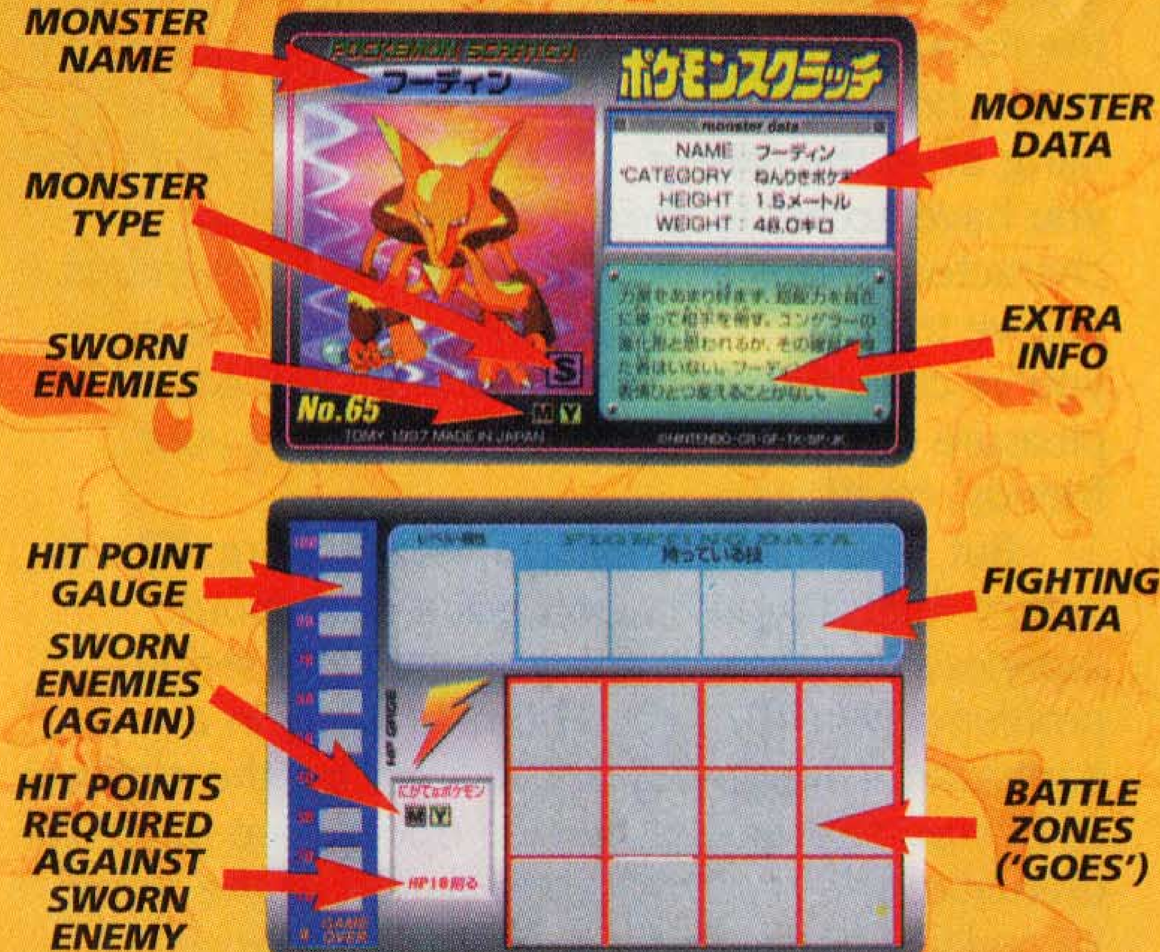
Combat Stickers

It works like this: on the front of the sticker is a picture of your monster, surrounded by icons and digits (see picture). In the top left is a shield icon, representing defensive ability and a strength number below it. In the top right, with another numeral, is the star-like icon representing your monster's attacking strength and just below that is another icon, this time a 'type' icon, which allows you to double up your fiend's abilities should it be attacked by a monster of the same 'type'. Below the picture is a row of three icons indicating the monster number, its 'type' (the elemental attributes) and the little guy's name and level. Play proceeds in exactly the same way as it did with *Top Trumps*, which is to say that you and your mate square up to one another and compare numbers, and the victor snaffles their foe's card! In the case pictured for example, our friend Gyaradon (the dragon) completely trounces poor little Nidorina. Then there are other ways to play, including simply swapping duplicates that you have in your collection for your mate's (more common amongst the little kids).

You get nine normal stickers and one special 'prism' effort in a pack for ¥100. The prism sticker has a special glitzy effect making it look like that spinning silver ball with mirrors on, that you got down the local disco. Dig it, man. If you're especially fortunate, you may even have chosen a 'lucky person' pack which includes a limited-edition golden sticker. Can it get any better?

PICK A CARD, ANY CARD

Eclipsing the success even of the Game Boy cartridges, the *Pocket Monster* trading cards are the Top Trumps of the late '90s. They look a bit like lottery scratch-cards only they're better value for money, if you ask me. So how do you play, then?



The aim of the game is to reduce your opponent's Hit Point Gauge to zero (see explanatory picture). To do this, you first prepare your monster for combat by scratching the boxes at the top, revealing the fighting data (the same monster can have different abilities on different cards). Then you do a 'janken' (the game we know as 'scissors, paper, stone').

The winner gets first go and chooses one of the squares in the 'battle zone' to scratch off. Each of these squares tells you what your monster is doing that turn (things like 'roaring', 'eating' and sometimes nothing at all) and how many 'hit points' that inflicts on your opponent. You carry on in this manner until one of your gauges is showing nada. Much more fun than it probably sounds.

To the death

No feature on the monsters would be complete without a deathmatch, so we squared up over a strong coffee in a café in Sapporo, chose our weapons and let the fur fly:

'The combatants'

'The dastardly foe'

'Beaten and bloody – the loser's card'

'Ha ha ha! I am Dodorio! I laugh in the face of my enemies'

MONSTERS IN THE U.K.

Game Boy *Pocket Monsters* isn't generally available in the UK. But if you're interested in trying it out for yourself (and be warned: it really is a struggle if your Japanese is in any way rusty) give Project K a call on 0181 508 1328.

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F64(X)

HOW TO...
keep the British end up in GoldenEye 007

by Justin Keeling

As if last issue's gigantic level-by-level review and free, secret-packed poster magazine weren't enough, we reveal all the rest of *GoldenEye*'s very best...

Even after you've finished the 18 massive levels of *GoldenEye,* there's still so much more to achieve. Firstly, there're the Cheat Times which, once completed, access a host of extra secrets. So, if you've ever wanted to pace your way through the Bondian world clutching a golden PP7, you'll need to follow our guide to the quickest routes.

Secondly, there're the two extra levels, coming in the sightly shape of Aztec and Egyptian worlds. They're super-hard but their challenge is worth it. (Especially as you'll get to meet Jaws and Baron Samedi in the process). But, most probably, you'll need a hand. So, luckily, we've stepped in to offer you the most comprehensive guide to completing *GoldenEye*'s brilliant additional twosome.

And thirdly, and finally, there're the multiplayer modes. *GoldenEye* has, perhaps, the finest Deathmatch set-up of any game in history and – we'd imagine – you'll be wanting to know the best ways to defeat your friends. Look no further...

LEVEL 1: DAM

Cheat: Paintball Mode ● Difficulty: Secret Agent ● Time: 2:40

The secret here is not waiting for the truck, and not bothering to shoot any guards. Run past them all at the beginning and take the passage to the right. Continue on through the double security gates, and shoot the green guard and the first red alarm that he's running towards. Continue through the wire gates and along the dam, stopping in the three towers to take out each alarm. Run back to the centre of the dam and step off the platform.

LEVEL 2: FACILITY

Cheat: Invincibility ● Difficulty: 00 Agent ● Time: 2:05

Run out of the toilets and down the stairs. Take the first left, kill the guard through the door and grab his security pass. Go straight through across the passage and activate the console. Once inside, take out the three soldiers coming towards you. Ignore everyone else. Move through to the laboratories, meet up with Dr. Doak and start running as soon as he begins his spiel. Use the decoder on the door and then lay the five mines while 006 is talking. Wait until he's clear, blow the tanks up, then exit.

LEVEL 3: RUNWAY

Cheat: DK Mode (big heads) ● Difficulty: Agent ● Time: 5:00

Grab the ignition key in the shed on your left, then peg it down the right side of the runway until you reach the plane. This should only take about 35 seconds.

LEVEL 4: SURFACE

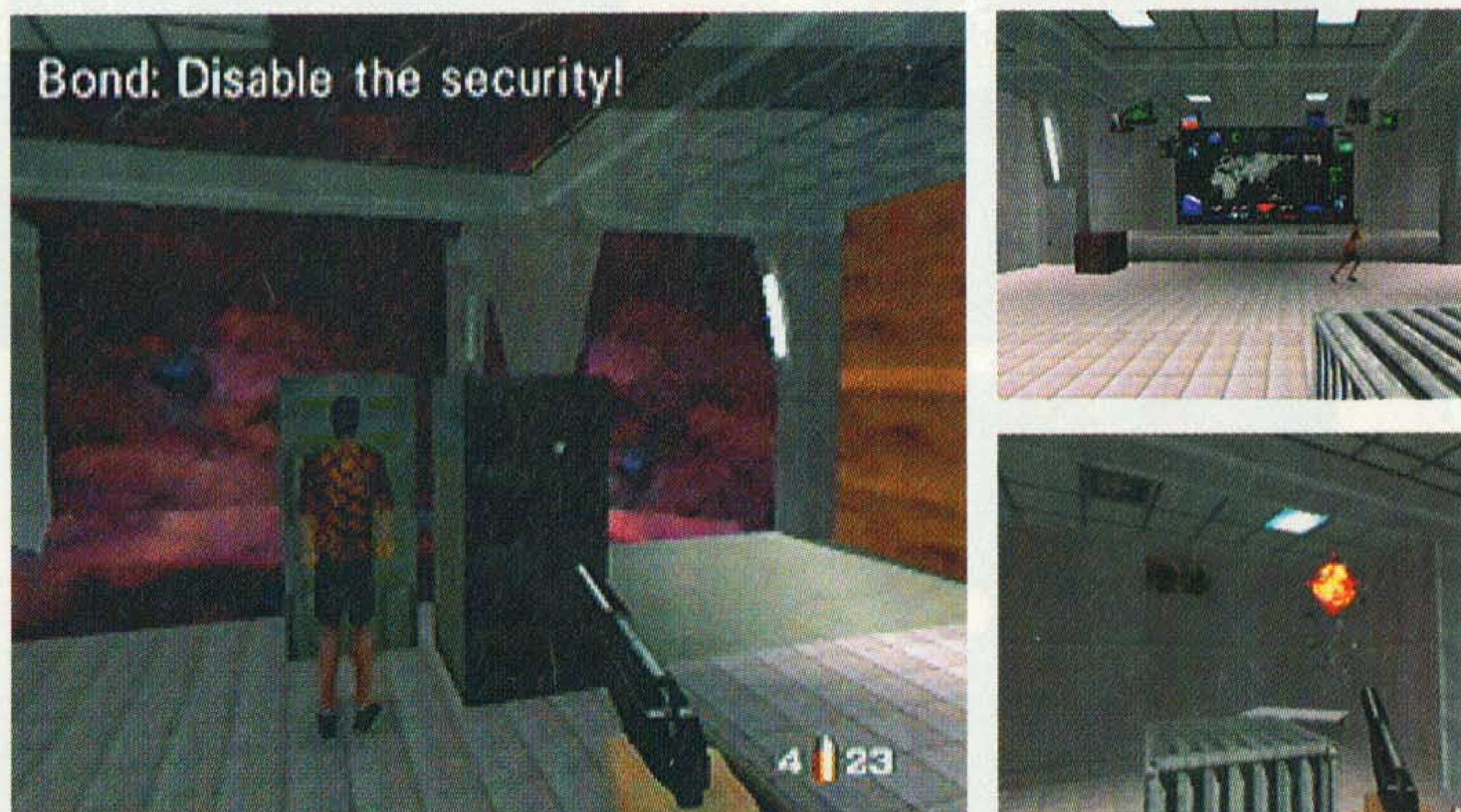
Cheat: 2x Grenade Launcher ● Difficulty: Secret Agent ● Time: 3:30

Complete the four objectives as normal, but don't stop to sniper anyone. Keep hold of the silenced PP7 and just run through each objective without stopping. Be sure to cut corners when running the cross country stretches, and you should make it with around 10 seconds to spare.

LEVEL 5: BUNKER

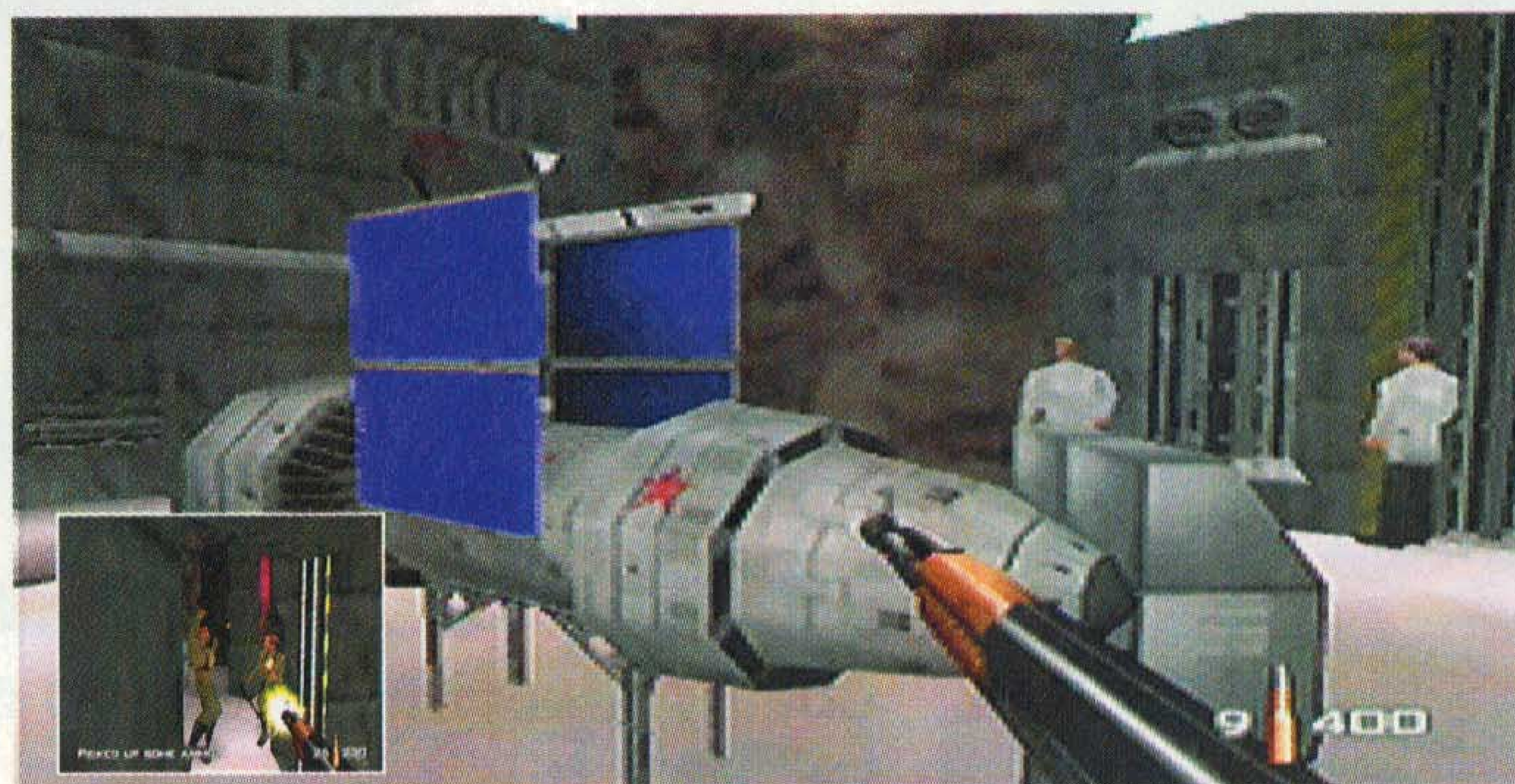
Cheat: 2x Rocket Launcher ● Difficulty: 00 Agent ● Time: 4:00

Another close shave, but no special time-saving action is required to get this cheat. Complete the five objectives, without going into unnecessary rooms on the way. (You'll need to know the layout fairly well in advance.) There's a fairly comfy 10-15 second margin for this stage.



LEVEL 6: SILO

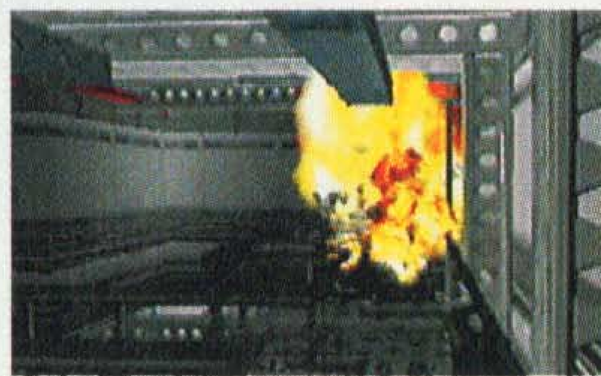
Cheat: Turbo Mode ● Difficulty: Agent ● Time: 3:00



You'll need to run like the wind for this level. Only stop to pick up door cards from scientists and try to shoot the absolute minimum number of guards on your way (i.e. only those directly blocking your path). Don't worry about health as there are two pieces of armour directly in your path, on the way. It'll be tight but you'll hopefully make it with seconds left.

LEVEL 7: FRIGATE

Cheat: No Radar (in multiplayer) ● Difficulty: Secret Agent ● Time: 4:30



Several routes through the ship will work, but the best is to head left initially, up and then down the following stairs to the helicopter, and in through the central entrance there. This leads down to the engine room hostages, from which it's a fairly straight path back up to disarm the second bomb at the ship's bridge, passing the remaining hostages on the way. Once again: the key is running past most guards without stopping to shoot.

LEVEL 8: SURFACE 2

Cheat: Tiny Bond ● Difficulty: 00 Agent ● Time: 4:15

The time of 4:15 is awarded on the assumption that it's now dark, and thus easier to get lost. The key lies in completing the level objectives once slowly to memorise the camera locations and then going back to each directly, despite the low visibility. Quite a simple code to get, with usually at least 30 seconds to spare.

LEVEL 9: BUNKER

Cheat: 2 Throwing Knives ● Difficulty: Agent ● Time: 1:30

By now, completing missions in Agent mode ought to be a walk in the park. Run through the two objectives as normal, but don't stop to shoot *anyone*. One minute thirty goes fairly quickly on this stage. Having said that, if you manage to run through the entire level without stopping at all (Natalya automatically keeps up with you once you release her from the prison cell) you should finish with a generous 20 seconds or so left.

LEVEL 10: STATUE

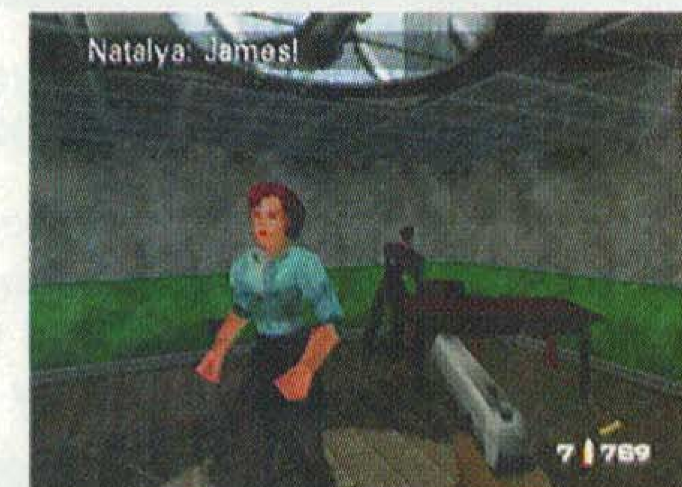
Cheat: Fast Animation ● Difficulty: Secret Agent ● Time: 3:15

This is the second most time critical mission of the lot, and a perfect completion results in only a matter of seconds to spare. Complete all five objectives without stopping to shoot a single guard anywhere. Plot out the shortest path through the junkyard — hug the right wall after meeting Valentin, and the left wall on your way back after unmasking Janus. After waking Natalya, don't hang around. Go straight right back down, as the bomb is counting down, to find the flight recorder.

LEVEL 11: ARCHIVES

Cheat: Invisibility ● Difficulty: 00 Agent ● Time: 1:20

The most time critical mission of them all. Shoot the right guard, exit the room, go straight and turn right at the end. Climb the stairs, take the first left and go through the door. Enter, first left, turn right and look for the only single door in the wall. Open it and then exit the room straight behind you. Descend the stairs, enter first right, and take the door on the far left. The room on the left contains Mishkin. Open the safe after talking to him, exit behind you, and follow the corridor to the end room. Blow out the window and exit the level.



LEVEL 12: STREETS

Cheat: Enemy Rockets ● Difficulty: Agent ● Time: 1:45

Run left and board the tank right away. Don't stop to shoot anyone. Drive out the gates, turn right and then follow the road without stopping at all (they all reach the exit with time to spare). Keep a tab on your time via the level countdown. You need to reach the end before it reaches three minutes 25 seconds.

LEVEL 13: DEPOT

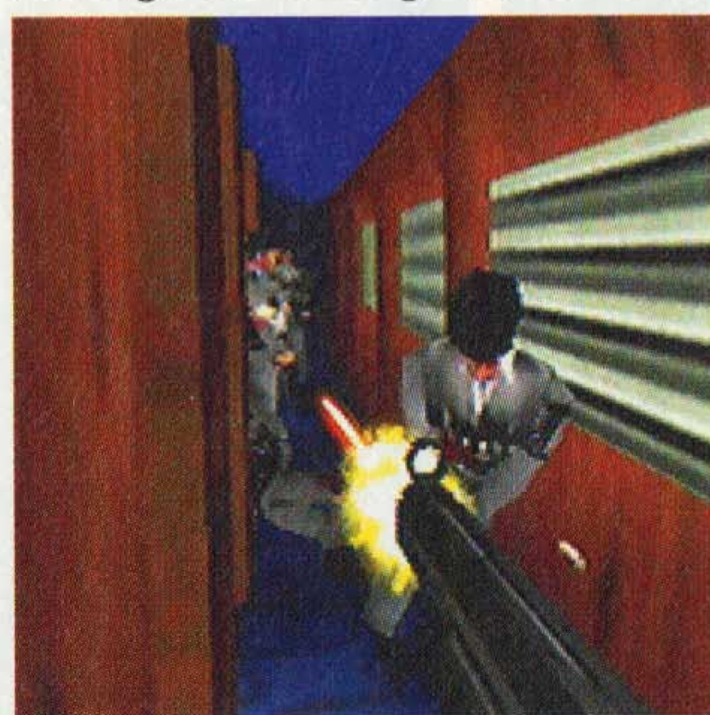
Cheat: Slow Animation ● Difficulty: Secret Agent ● Time: 1:30

Not much time, but luckily three of the objectives are all bunched together at the end. Nothing unique is required, other than taking out the drone guns in the computer room extremely quickly. Dodge the remaining soldiers for the rest of the level, and you should finish with five or so seconds to spare.

LEVEL 14: TRAIN

Cheat: Silver PP7 ● Difficulty: 00 Agent ● Time: 5:25

A tough cheat to get, but worth it as the Silver PP7 auto-aims for the head. And the key here, interestingly enough, is great head-shooting. Run into each carriage and take down everyone with the maximum of speed. There's no time for the hiding and leaning approach. Get to Natalya with about three minutes to spare and you're on track.



LEVEL 15: JUNGLE

Cheat: 2x Hunting Knives ● Difficulty: Agent ● Time: 3:45

This is a long level for just 3:45 so keep avoiding as many guards as you can. With three armours on the way, you can take some hits but speed is more important than health for this level. Lay mines along the bridge to dispatch Xenia quicker and don't look back for Natalya – she'll appear right next to you upon exiting the stage.

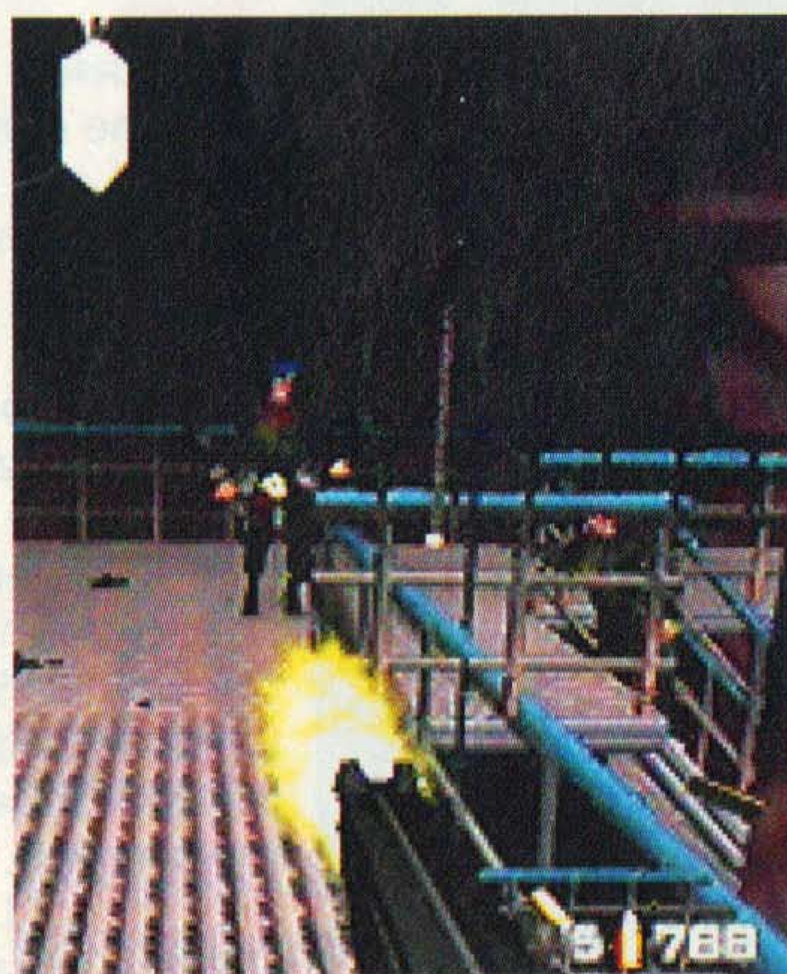
LEVEL 16: CONTROL

Cheat: Infinite Ammo ● Difficulty: Secret Agent ● Time: 10:00

With a whole 10 minutes to spare, simply complete the level in normal fashion to get the cheat code for this stage. Take out all the guards you come across but try and blow up the three drone guns at the start in under a minute, to more or less guarantee success.

LEVEL 17: CAVERNS

Cheat: 2x RC-P90s ● Difficulty: 00 Agent ● Time: 9:30

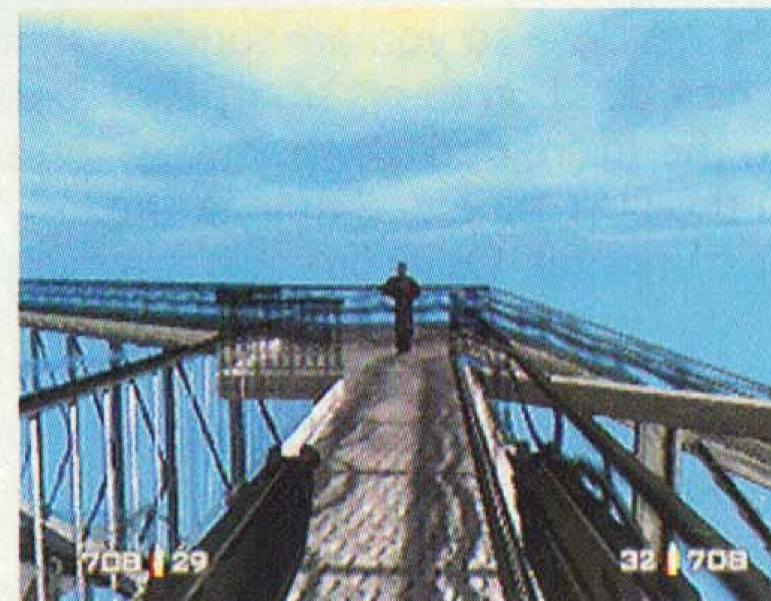


Ouch, another very tough one. Make sure you take the secret path behind the cabinets which lead to the outlet pump (objective B). Don't stop to snipe along the two main catwalks – shoot while you run. As with the Control stage, there are no special timesaving tricks, it's just a case of marking shots to the head and moving quickly on. Caution: the usual avoid-and-run strategy doesn't work here, thanks to all the slow opening double-doors.

LEVEL 18: CRADLE

Cheat: Gold PP7 ● Difficulty: Agent ● Time: 2:15

Grab the armour and run along the cradle arm shooting. Pick up all the fallen ammo and descend the cradle walkway to the left room at the centre. After blowing up the two drone guns and the terminal inside (objective A) run through the opposite door and shoot Trevelyan until he speaks, then follow again as he runs. Shoot once more, and he'll make a second comment. Repeat this. On his fourth comment ("Finish the job") the music will speed up and he'll make his way down to cradle centre. Follow him down and blow him off the ledge to finish. The key to speed lies in waiting between his comments before shooting, rather than just pelting him with bullets.



SHAKE IT TO THE LEFT
You *must* learn to use the sidestep. Effective use of strafing allows you to stay in motion while keeping your sights constantly trained in the same place. Simply hold the shoulder button then use the analogue stick accordingly.

THE WHITES OF THEIR EYES
Get in the habit of aiming head-high. On 00 Agent you'll need to do this anyway but, generally, it's the only sure-fire way of killing off an enemy first time, without them coming back at you.

GLITCHES
- You can actually blow up remote mines without using the detonator. Simply throw the mines ahead of yourself and, instead of pressing A to get to your watch, tap A and B together for the intended explosion.
- Floating mines are also readily possible. Plant one on a glass panel or window then detonate the bomb. Now, despite the glass being blown sky-high, the mine remains in mid-air and can be blown up again.
- Blow up a mainframe computer, then throw another mine so that it lands in the shell of the computer, about half way up. Instead of dropping to the ground, the mine will turn black and float in the air.

QUIRKS
- Pick either Secret or 00 Agent mode, then the Facility level. Now work your way round to the laboratories. There should be one scientist – it's random so test all of them – that, when you shoot him in the waist, will lob a grenade at you. It's best, then, to make sure you're behind a window.
- On Secret or 00 Agent, if you shoot a scientist in either the arm or leg, he will get out a gun and start shooting at you. *And*, it's worth noting, they're pretty good shots.

GO! GO!

LEVEL 19: AZTEC

Jaws. A nasty customer, indeed. The best way to defeat him? Get up close and make sure you fire for as long as possible.

Objectives: a) Reprogram shuttle guidance
b) Launch shuttle
Cheat: Secret Agent, 9:00, 2x Lasers

Step One
You start the level in a small alcove, facing out. There are two Moonraker guards to your left, and one to your right. Kill the guard to the right first then the other two will come to *you*. Move ahead to the secret door on the far wall. (Distinguishable by a lighter texture than those around it.) Behind it are five guards. There are two in the passage and one to the right, left and centre. Take the last three out with your sniper lens. Beyond, there's a second door with five further guards inside. The one in the far right, just showing, can be taken out first. The others will then come running to *you* when they hear the gun shots.

Step Two
Shoot the big computer console in the right corner and it'll open up. Take out all the guards in the passage and then, at the end, face the black table and shoot. This lures two hidden guards into view. Take them out and blow up the right hand computer. Move through it and into the passages. There is some armour at the right end – but watch out for the two drone guns in the passage and the four guards there. Get to the end grate and sniper the first drone gun in view, just to the top right of the grate exit, and the solitary guard hiding in the vertical grate across the foyer. Now take out the other drone guns and guards using the crates as cover.

Step Three
Turn around and climb the ladder. At the top, activate the console to close the shuttle exhaust bay. Drop back down and through the grill opposite, taking the steps and meeting up with Jaws in the long passageway. Lure him back into the narrow passage, walk right up close so you are touching him and start blasting. When he's dead, grab his smart card and retrace your steps back to the main, dark control room. Enter the computer room, grab the DAT tape and upload the Guidance Data to the left computer. Objective A is complete.

Step Four
Head back through to the big room and right. Use your Launch Protocol Data on the vertical grey computer. This will start a 30 second launch countdown. Head back across to the ladder in the same room, but clear the area of visible guards before climbing it or they'll snipe you as you climb. At the top, switch the console to open the exhaust doors and await the final 10 second countdown. The shuttle will launch with the switched guidance data, and the mission's complete.

Picking off the first section soldiers, from behind the cover of the wall.

CLASSIFIED INFORMATION

Multiplayer GoldenEye

The Levels

CAVES

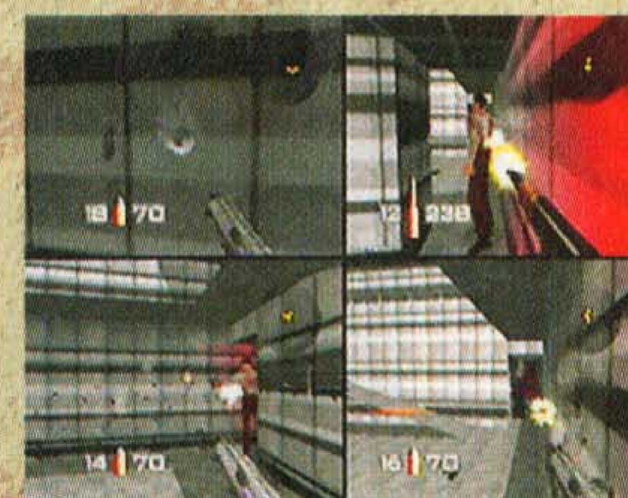
Armour/Golden Gun Location: Start off in the large cavern which is green on one half, gold on the other. Face the gold side and go up the bank. You'll go past both the golden gun and first armour in quick succession. Continue on, hugging the left wall, ascend the second steep bank and then keep to the right. The second armour is just around that corner.

TEMPLE
Armour Location: From the centre of the level (the square sun-lit room) take the middle exit. Follow this corridor straight until its end, where the first and only armour lies.
Golden Gun Location: In the centre of the sun-lit room. It's hard to see even if you're standing right on top of it, so keep you eyes peeled.

WATER CAVERNS
Armour Locations: On the upper level of the main catwalk which stretches from one end of the level to the other. The second is in the large-ish room after the end of the main catwalk. (The room where you contact Jack Wade in the solo missions).

Golden Gun Location: On the main catwalk which runs below the first armour.

COMPLEX
Armour Locations: The first lies between the two red passageways right after the room with the white beams stretching from ceiling to floor. The second is in one of the two courtyards on the ground floor, and the last is just inside the yellow passageway on the first floor.
Golden Gun Location: In the corridor right opposite the yellow passageway on the first floor. Note: several of the passageways are colour-coded and thus make tracking the other players easier once you know the level layout (similar to the blue, red, yellow and green quadrants in the *Mario Kart* balloon game).



LEVEL 20: EGYP

Objectives: a) Locate and collect the Golden Gun.
b) Defeat Baron Samedi?
Cheat: 00 Agent, 6:00, All Guns

Step One
From the direction you start facing, move forward and hug the right wall down to the end of the chamber. There are two guards to be found here. Proceed forward into the smaller chamber, and on your right you will see a dark exit leading up to the chamber containing The Golden Gun. Walk in slowly and the gun case will open up. Look down and you'll see the room is made out of a grid of square tiles. Step onto the first square tile in the room then follow this pattern: left two, forward two, right three, forward two, left one, forward one, left one, forward two and right two. The Golden Gun will now be available and the four drone guns around you will become dead.

LIBRARY/BASEMENT/STACK

Armour/Golden Gun Locations: The Basement and Stack levels are basically each of the separate halves of the larger Library level. Starting from the slope which joins the Basement to the ground floor (Stack level) go up and hug the green wall on the right until you reach the lighter coloured slab (a secret door). Open it up, grab the armour and go through the opposite secret door. There are yet another two secret doors, after which you'll reach two square joint courtyards. Take a left to ascend to the upper section and you'll find the second armour and Golden Gun both in that elevated square. For the Basement armour, start at the original slope that joins the two levels again. Take the first right and keep going straight ahead. If you keep straight on after that, then take a first right, you'll reach the Golden Gun room for the Basement level.

Characters

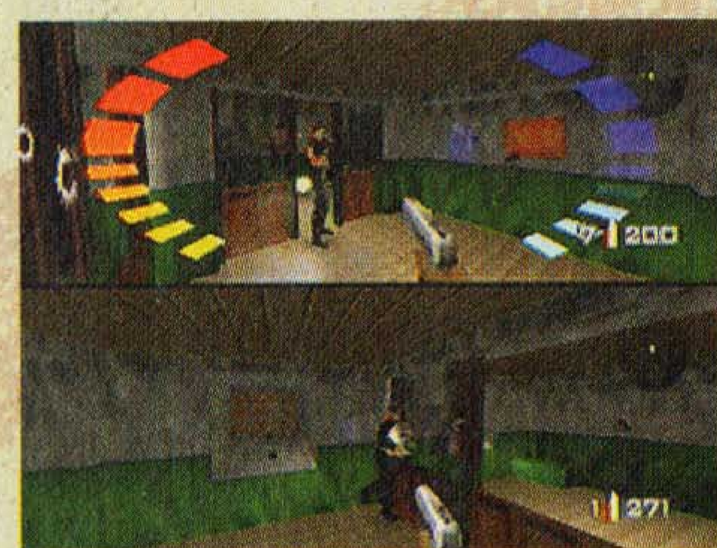
There are tiny differences between the way each character plays. But not significant ones. For example, Jaws is somewhat easier to kill with a shot to the head thanks to his huge, deformed mug. Similarly, Oddjob is small and inscrutable and his head height corresponds roughly to everyone else's waist line. Thus, people tend to shoot above him in the heat of the moment.

FACILITY

Armour Locations: One at the end of the long blocked corridor with the fuel tank labs on either side. Another in the room precisely one floor beneath the toilets.
Golden Gun Location: In the lavs.

ARCHIVES

Armour Location: Starting in the room where James is captured in the solo mission, head through the door, then through the door directly ahead. Move forward and you'll find the armour in that centre of the room.
Golden Gun Location: The Golden Gun is in the corridor that joins the rooms at the far end and on the right.



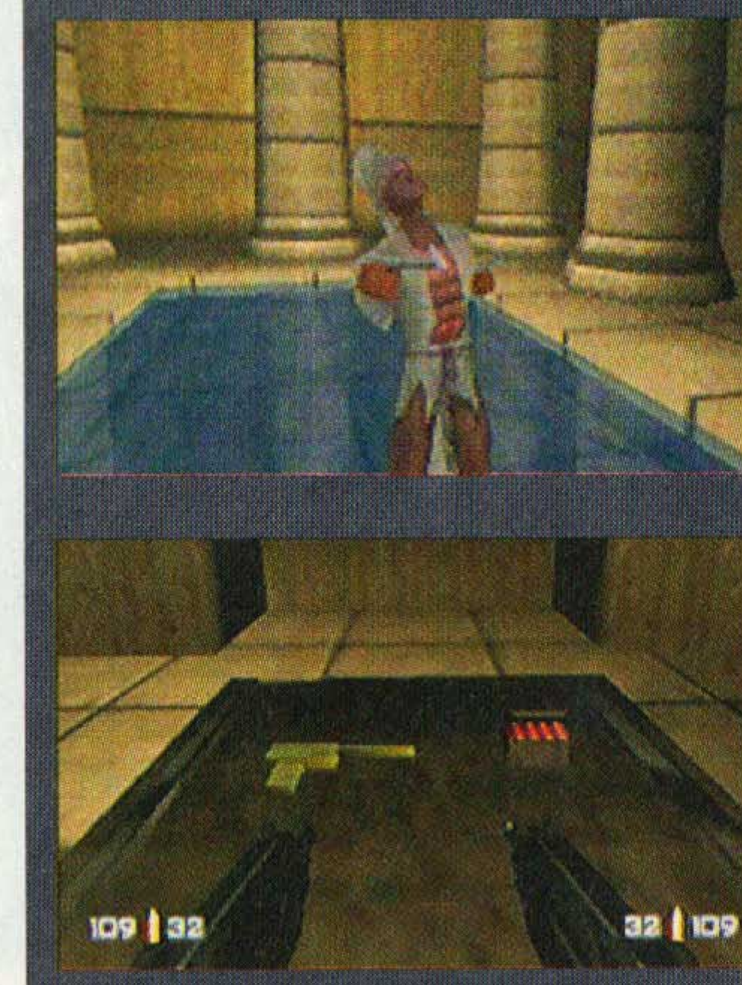
BUNKER

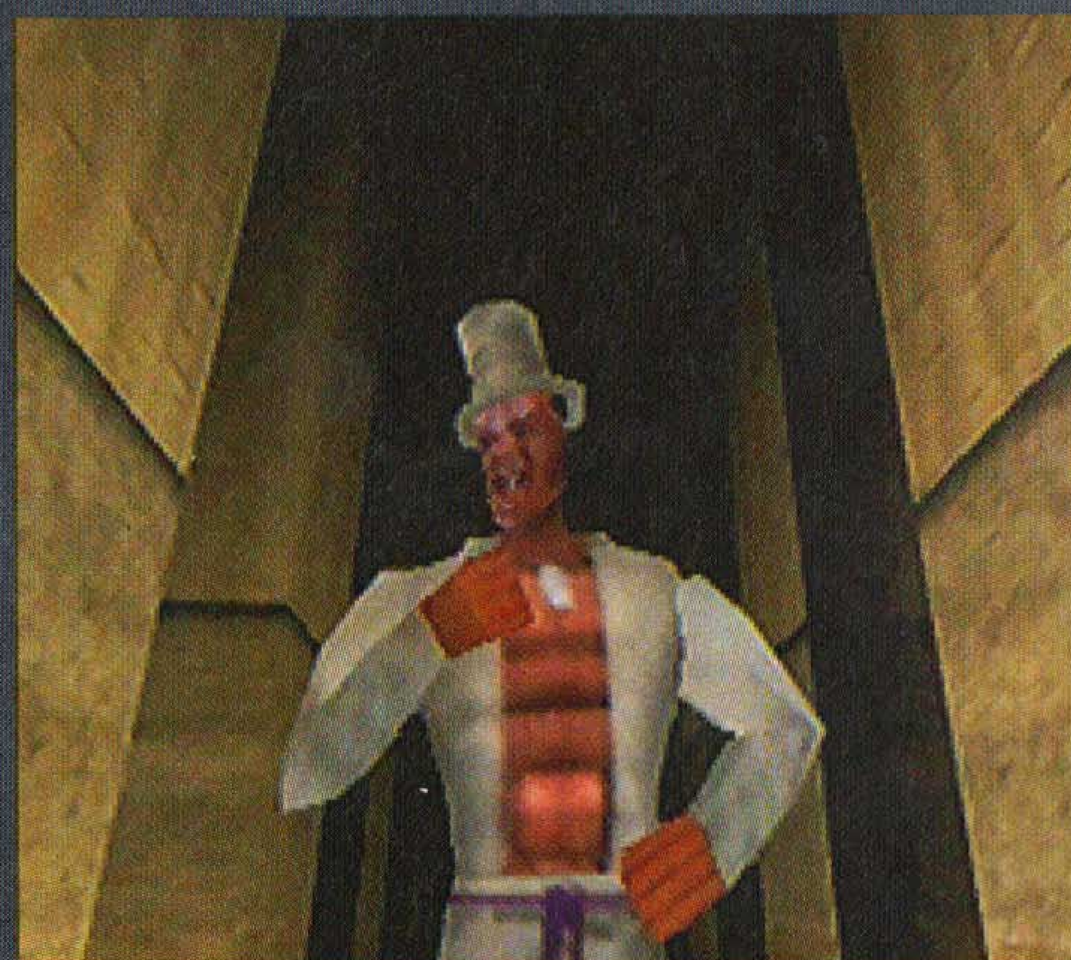
Armour Locations: In the bluey/red section with the drone guns. And straight from the prison, through the double doors until the end, turning left into the big firing range.
Golden Gun Location: In the control room, across the far side.

TIAN

Step Two
Exit the Golden Gun chamber – with the gun in tow – through another stone door on the left of the room and collect the body armour before dropping down into the main hall. At the other end of the hall is Baron Samedi, dressed in a white top hat and tails. Shoot him from distance. He'll die. For a bit. Now return to the area where you started and Samedi appears again. Once more, kill him from distance. After you've done this the level will darken. (And Samedi, who isn't yet officially dead, swaps his Cougar Magnums for a pair of Moonraker Lasers).

Step Three
Move off to the anteroom on the left and then into the narrow corridor. To the left there's some body armour. Return to the alley leading up to the Golden Gun room and take a narrow exit to the right just before the stairs. This leads to a huge temple room with a blue floor and then into a similar smaller room. Samedi is in here and there's also some body armour to pick up. Kill Samedi again. He now dies for good... or, does he...?





Soooo, thought you'd got the better of the old Baron, did you? Well, think again. As you race out of the temple, watch for a while and he'll come chasing after you...

KEEP THE BODY ARMOUR IN SIGHT
Remember where the body armour is in each level, then base your shootouts around them. Once you've been hit, return to the armour and build up your health again. This extends *your* life but makes it harder for your opponents to put you down.

'BE' THE SAME CHARACTERS!
In multiplayer mode, you can actually have up to three players playing as the *same* character. At the selection screen, let player four choose his character first. Now players one, two and three must choose theirs. Flip back to the Options screen and change the number of players from four to three. Back in the selection screen, set player four's choice of character as player three's and then choose players one and two. Now change the number of players from three to two. Do the same again, choosing player four's character as player two's and then exit. Now simply change the number of players back to four and, in the selection screen, there should be three players with the same character.

USE THE SCENERY
Keep an eye on explodable objects near your enemies. Almost everything in the game can be shot to provide a make-shift explosion, which in turn will almost always result in instant death. For them.

DOOR? PSHAW
The three most powerful weapons in the game shoot right through doors. Pick up either the Cougar Magnum, AR33 Assault Rifle or RC P90 and you'll be able to mow enemies down from behind the safety of any door in the game. Or window.

HOW TO... accessorise your N64

by Tim Weaver

With Christmas coming up, your N64 will be busy compiling its letter to Santa. Here's N64 Magazine's pick of the plastic peripherals it's got to choose from.

CONTROLLERS

To get the most out of your N64 you need the best possible controller. And, if you're in the market for a bit of multiplayer *Mario Kart* or *GoldenEye 007*, you'll need four of them. But three extra Nintendo controllers will set you back £90, and the offerings from other companies are a mixed bunch. Study our guide and you can't go wrong.

• When testing controllers we've examined: the analogue joystick (how sturdy and precise it is), the Z-trigger (how easy it is to reach), the design (how comfortable the pad is and how nice it looks), the pad's response (how well it performs overall) and its price.

Spook Pad

THE Games • £30

A horrendous-looking spawn of Satan, Spook's offering is monstrous. Its buttons feel like they've been glued in with half-sticky Pritt Stick while the finger placements on the handles have all the game-playing comfort of a kitchen knife in the leg. Add to that the most rancid analogue stick in the world and a Z-trigger you need a scientific microscope to find and you've got the worst pad of them all. Tat.

ANALOGUE STICK	
Z-TRIGGER	
DESIGN	
RESPONSE	
VALUE FOR MONEY	
OVERALL	

Sharkpad Pro

Interact • £30

If a controller was judged purely on its joystick the Sharkpad would come out top. The buttons all work really well, too, and the clear design would no doubt be viewed as 'trendy' by many. The Sharkpad's only real downside is its shape: having had its prongs chopped off following Nintendo's ruling, it's rather bulky and uncomfortable to hold.

ANALOGUE STICK	
Z-TRIGGER	
DESIGN	
RESPONSE	
VALUE FOR MONEY	
OVERALL	

WHY THE FUNNY SHAPES?

If you're wondering why controller manufacturers insist on meddling with Nintendo's perfect original design, it's because Nintendo have patented their three-pronged arrangement, and won't let anyone else copy it. A few early third-party controllers do feature three prongs, but after threats from Nintendo most manufacturers have gone back to the drawing board and come up with alternative designs that vary from elegant to lumpishly monstrous.

EXTRA BUTTONS: WORTH IT OR NOT?

Many controllers add extra functions like rapid fire and slow motion. Are they worth having? In our experience, no. We've never found a game that benefits from rapid fire, and slow motion buttons just simulate 'Start' being repeatedly pressed, which does admittedly slow the game down but also makes menus flash all over the screen. Given that these extra buttons generally add £5-10 to the price of a controller, we'd advise you to either save money by going for cheaper, pared-down versions, or get an official Nintendo controller for the same money.

Trident Pad

Spectra Video • £20 • Also available with auto fire and slow motion

Although it has edges that could induce 999-style emergencies, giving Michael Buerk nightmares in the process, the Trident has a tidy, clean-cut look and a flexible, accurate analogue stick. Its D-Pad is grotesque but the action buttons feel pleasant enough, while the Z-trigger sits comfortably like Nintendo's own. For the money, then, this is well worth your attention.

ANALOGUE STICK	
Z-TRIGGER	
DESIGN	
RESPONSE	
VALUE FOR MONEY	
OVERALL	

LX4 Controller

LMP Ltd • £25

Gah! The most horrendously designed pad of all comes crashing into your local Virgin at £25 more than it should do. No handles, possible dismemberment via the finger-trapping underside and an analogue stick with a movement radius of several miles. Just play *GoldenEye* to see how bad this is – the sights move around even if you're not touching the stick. Absolute piffle.

ANALOGUE STICK	
Z-TRIGGER	
DESIGN	
RESPONSE	
VALUE FOR MONEY	
OVERALL	

Super Pad 64

Interact • £15 • Super Pad 64 Plus (with auto fire and slow motion) also available

A real find, this. At just 15 notes you're looking at one of the cheapest alternatives, and also at an unusual but highly effective design. With the joystick on the left-hand side along with the D-pad there's no need for a central prong. The C-buttons are more ergonomically arranged than on Nintendo's own controller. The joystick itself has a smooth, precise action. And it's possible to reach both the L and the R buttons while using it, making it ideal for *Doom 64*. (Though it'll be a nightmare with the forthcoming *Quake*.)

BEST N64 VALUE FOR MONEY

ANALOGUE STICK	
Z-TRIGGER	
DESIGN	
RESPONSE	
VALUE FOR MONEY	
OVERALL	

Arcade Shark

Interact • £60

A pleasantly surprising, if overly huge, addition to the joypad family, Interact's Arcade Shark is perfect for *ISS64* (the joystick is superbly intuitive) but a nightmare for *Mario Kart* (with the L and R buttons impossible to reach). The Z-trigger's also badly placed, and at 60 notes you're looking at something that'll make the same dent in your wage packet as a new game. A ticklish problem, then.

ANALOGUE STICK	
Z-TRIGGER	
DESIGN	
RESPONSE	
VALUE FOR MONEY	
OVERALL	

Official Nintendo Controller

Nintendo • £30

Think about it: Nintendo, who make the Nintendo 64 games console, also make this, the official controller. Thus, it won't take a genius to conclude it should be the best of the bunch. By a fair old margin. Which it is. By a fair old margin. A beautifully weighted analogue stick, nice lodge-free buttons and silken shoulder pads mean that that extra expense is definitely worth it. (And, you're onto a winner if your partner/parents are buying.)

BEST N64 PERFORMANCE

ANALOGUE STICK	
Z-TRIGGER	
DESIGN	
RESPONSE	
VALUE FOR MONEY	
OVERALL	

GO! GO!

STEERING WHEELS

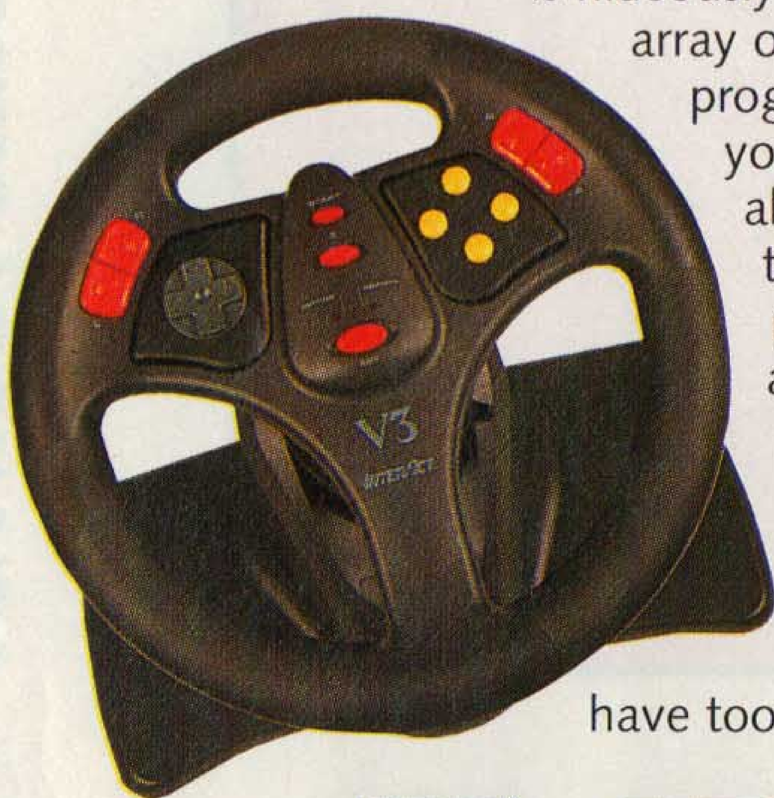
While no-one actually needs a steering wheel, if you like your racing games, the feel of rim against palm is an evocative one. But bear in mind that steering wheels are absolutely hopeless for games like *Mario Kart* and *Diddy Kong Racing* – it's with more realistic games like *Top Gear Rally* and *Automobili Lamborghini* that they come into their own. And they're an expensive luxury too.

• To arrive at the overall score for each wheel we've studied: comfort (how easy the wheel is to get to grips with), design (how nice it looks), steering (its response) the pedals and the price.

V3 Steering Wheel

Interact • £80

The V3 boasts all the features one would hope for in a wheel – adjustable turning radius (the default is hideously slow to respond), a full array of N64 buttons and a program function that lets you swap button functions about. It also successfully tackles the 'Where do I put it?' dilemma by allowing you to either grasp it between your thighs or sucker it to the table in front of you. As often tends to be the case, the pedals have too soft an action so you can't rest your feet on them without depressing them, making ankle-ache an unfortunate side-effect. But with sturdy build and a good steering response, this is a fine (if pricey) 'steering solution' (as marketing types would put it).



COMFORT	■■■■■■■■□□
DESIGN	■■■■■■■□□□
STEERING	■■■■■■■□□□
PEDALS	■■■■■■□□□□
VALUE FOR MONEY	■■■■□□□□□□
OVERALL	■■■■■■■□□□

Gamester Wheel

Gamester • £80

There are three fundamental flaws with the Gamester Wheel. The first is that there's a more-noticeable-than-usual notch at the centre of the wheel where it realigns with some force making turning corners an absolute nightmare. Secondly, gear-changing is achieved by a single, two-way paddle, rather than a proper Formula-1-style pair. It looks horrible – like a school metalwork project. And finally, the pedals are too heavy and give you foot ache when they're half-pressed down. Not really very good, then? No. Not really.

COMFORT	■■■■■■■■□□
DESIGN	■■■■■■□□□□
STEERING	■■■□□□□□□□
PEDALS	■■■■□□□□□□
VALUE FOR MONEY	■■■□□□□□□□
OVERALL	■■■■□□□□□□

Top Gear Logic 3

Spectra Video • £70

Top Gear Pro also available (£90)

For a tenner less than Interact's effort – but for a still-not-inexpensive 70 nicker – you can expect a better (default) steering setting as well as the comfort of a smooth leather-effect rim. More significantly, there's also a tiny gear stick next to the wheel to provide a more realistic approach to manual gear changing. Also, it's compatible with the PlayStation and Saturn so there's no need for extra money-flittering if you own a couple of machines and want steering set-ups for both of them as well.

COMFORT	■■■■■■□□□□
DESIGN	■■■■■■■□□□
STEERING	■■■■■■■■□□
PEDALS	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■□□□
OVERALL	■■■■■■■■□□

MEMORY CARDS

There are at least 10,000 billion different memory cards to choose from, and they all do the same basic job: saving positions, scores, times, custom set-ups, stats, teams and so on from your games. The standard Nintendo Controller Pak offers you 256k of storage space, while third-party cards tend either to do the same but for less money, or to give you more space. A complete guide to all the available memory packs will have to wait for a gruelling test in the next issue, but in the meantime here are a couple of our favourites.

Datel 1 Meg Pack

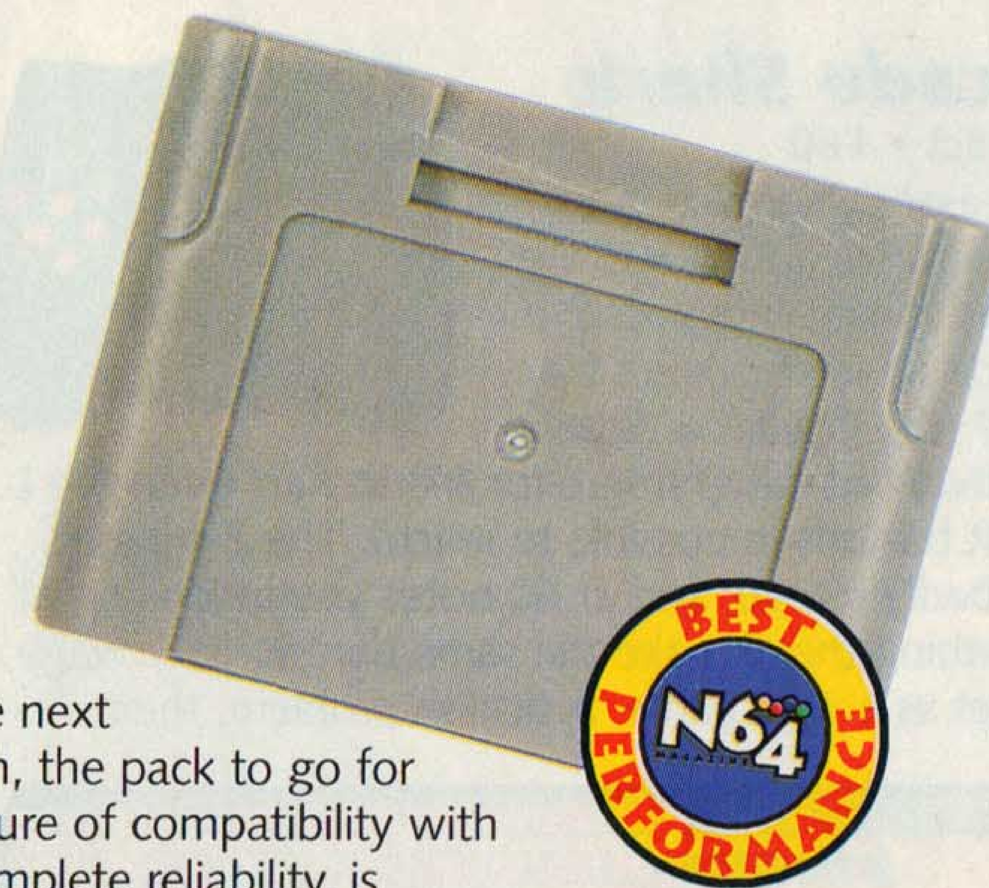
Datel • £12

Loads of people make 1Mb memory cards, but Datel's is unique in that it's not divided into four 256k pages. That means you don't have to press a little button to find the right page, or remember what's on which page. Datel reckon everyone will be making their cards this way before long, but they've come up with the idea first. We've also always found Datel's cards to be reliable ("Memory pack error" messages are a frequent occurance with many packs), and they do a massive 4Mb version as well.

Controller Pak

Nintendo • £15

We're planning to do a huge reliability test on all the available memory packs in the next issue. In the meantime though, the pack to go for if you want to be absolutely sure of compatibility with all your games, along with complete reliability, is Nintendo's own Controller Pak. It's expensive and its 256k of space rapidly fills up, especially if you want to record *Mario Kart* ghosts. But we've never had any problems at all with ours, which is more than we can say for some of the cheapo third-party offerings.



VIBRATION PACKS

"Is it worth having a Rumble Pak?" people keep asking us. And the answer is that there is no answer. Do you need your controller to vibrate when you crash? Exactly. It's hardly an essential item then, but it does add a certain something to games that're compatible with it (and pretty much all new games are). Other console manufacturers are also frantically building 'vibration devices' into their joypads, you'll notice.

• We've tested the following aspects of each pack: how well it rumbles, its design, its weight (you don't want half a ton bearing down on your wrists), slotability (you'd be surprised how many barely fit into a controller) and value.

BATTERIES NOT INCLUDED

While Nintendo's own Rumble Pak requires two AAA batteries before it'll do its stuff, many alternatives from other manufacturers seem to manage without. How come? The N64 actually supplies sufficient current from its controller sockets to power a vibration pack, so batteries aren't strictly necessary. And there doesn't seem to be a problem even if you have four packs jiggling away at once. (We tried it.) We're a bit baffled as to why Nintendo chose to run their pack off batteries, as are the manufacturers we've spoken too.

Official Nintendo Rumble Pak

Nintendo • £15

Hmm. While, like everything that emanates from Nintendo of Japan, the official Pak is a top quality, perfectly fitting, brilliantly responsive piece of palm-sized kit, it has its faults. First, it's very, very heavy. Secondly, it requires batteries (unlike most of its third-party competitors). And, thirdly, it's expensive at £15 – especially if you want all four *Lylat Wars* players to feel the benefit.

RUMBLE	■■■■■■■■■□
DESIGN	■■■■■■■■□□
WEIGHT	■■■■□□□□□□
SLOTABILITY	■■■■■■■■■■
VALUE FOR MONEY	■■■■□□□□□□
OVERALL	■■■■■■■□□□

Gamester Pack

LMP • £13

Although you'd wager this might not perform – this is, after all, from the same company as the LX4 controller – the Gamester Pack, actually, isn't bad. It never quite has the same full-on *brrrrr* as Nintendo's, but it shimmies away nicely at the right time and weighs next to nothing. It also produces its rumbles without batteries and is therefore a better bet in the long term.

RUMBLE	■■■■■■■□□□
DESIGN	■■■■■■■■□□
WEIGHT	■■■■■■■■□□
SLOTABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■■■□□
OVERALL	■■■■■■■■□□

TremorPak

Interact • £10

The fact that the TremorPak requires batteries would, you'd wager, make its rumbling a good deal more powerful than that of the non-battery-requiring assortment. Instead, you'll find Interact's effort to be only half-interested in making any shake-style movement. Rather, if you hit a wall in *Top Gear Rally*, it feels like you've skimmed across a grass bank. A bit disappointing at the end of the day, despite a battery saving switch and the price.

RUMBLE	■■■■■□□□□□
DESIGN	■■■■■■■□□□
WEIGHT	■■■■■■□□□□
SLOTABILITY	■■■■■□□□□□
VALUE FOR MONEY	■■■■■■□□□□
OVERALL	■■■■■■□□□□

ADAPTORS/CHEAT CARTRIDGES

You can plug more than just carts into the top of your machine...

Ultra 64 Universal Game Adaptor

Fire/Blaze • £15

If you want to play the Japanese and American games we review in **N64** Magazine and you've got an ordinary UK N64, you'll need an adaptor. These are constantly evolving as Nintendo modify their games to try to outwit them, so don't be surprised to find yourself having to buy a new one every so often. Fire's is currently on its third version, and is the best we've tried. It seems to have a dangerous quirk, though – it confuses games into saving data onto the UK cart you've got plugged into the back as a 'key', rather than the import cart, wiping over your *Mario Kart* times or *Lylat Wars* medals. So be careful. And the picture can be a bit unstable on some TVs, too.

8/10

Game Killer

Datel • £30

Hmm. For more than half the price of a new game, Datel's Game Killer will write data to the cart's back-up chips and offer you up all the stars on *Mario 64*, all the gold medals on *Pilotwings* and all the challenge points on *Shadows of the Empire* (plus a host of other titles) without you having to put any effort in. The point? There is none. Unless you have no interest in playing a game you just bought. For 50 quid.

4/10

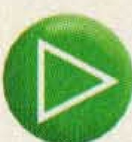
Action Replay

Datel • £50

Working rather more subtly than the Game Killer, Action Replay makes temporary changes to the actual code in the game. So *Mario's* fist can be bigger, or you can have limitless fuel in *Pilotwings*, or infinite lives in just about any game you like. The cart comes with codes built-in to cover the first few N64 releases, and Datel are supplying cards containing more codes as further games are released. It does exactly what it's supposed to, but it's the price of a whole game, and most games are more fun played the way they're designed to be played.

7/10

GO! GO!



LEADS

As if you didn't have enough of a tangle of wires around your telly already, there are plenty more available.

S-video leads

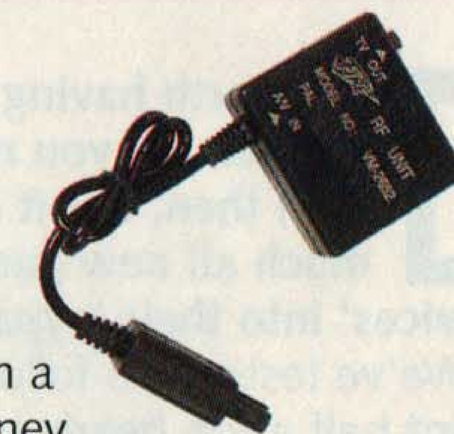
The essential buy if you've got the relevant socket, an S-video lead provides the best possible picture you can glean from your N64. Spook's effort **(£7, 9/10)** is the best value. Fire/Blaze **(£10, 6/10)** also chip in with an effort but at three pounds extra – to quote the N64's fair-to-middling TV advertising campaign – there really is no contest. If you've got a UK N64, don't accidentally put a lead designed for an import machine – the picture will be too bright.

SCART leads

Spook, once again, take the honours when it comes to the funny-shaped pin-thing with their composite/SCART all-in-one job. A SCART picture is generally of a high quality and the Spook alternative **(£8, 9/10)** reflects this nicely. Fire **(£10, 7/10)** also try their darndest with a marginally more expensive one – minus the composite plug – and, similarly, Spectra Video **(£8, 7/10)** whose is virtually the same but a little chaper.

RF units

Fifteen of the best is money enough to pay for *any* peripheral, let alone one you get with the N64 anyway. But, we suppose there'll be those who'll carelessly mislay their vital machine-to-TV transfer, and so have to seriously consider Fire's **(£15, 8/10)** and LMP's **(£20, 6/10)** offerings.



They both do the job with some ease but, it's worth remembering you can get a better picture through a SCART or S-video lead. For less money.

Controller cable extensions

An unusual but ultimately pointless idea, especially as most joypads give you far and away enough distance to play with. Still, there are those who like to sit out in the garden while their N64's are upstairs and, to that end, will find both Spook's Cable Extension **(£7, 6/10)**, Spectra Video's Extension Cable **(£5, 8/10)** and Fire's X-Tender **(£8, 7/10)** particularly satisfying additions to their peripheral collections.

LUGGAGE

If you like to get out-and-about with your N64, but don't want to risk scratches to its charcoal-grey casing, you'll have to spend yet more money.

N64 System Carry Case Deluxe

Nintendo/THE • £30

Is this necessary? Especially as, for a little more you could have *GoldenEye 007* nestling on your games shelf. Still, there's no denying it's well made gear and there's space inside for your machine, cables and six carts and memory cards. *And* there're moveable velcro strips so your N64 doesn't slip about. *And* an extra zipper pouch to slip your copy of **N64** Magazine into. Expensive then, but attractive.

8/10

N64 Control Pad Carry Case

Nintendo/THE • £13

Complete and utter cobblers this. While it's made of the same plush material as the Deluxe case, this more than either of the other bags, has to beg the question *why*? Who in their right minds, is going to fork out thirteen nicker for a case in which to put their controller? Yes, yes, there's an extra pocket for your controller packs but *honestly*. Get an extra controller for seven quid more instead.

4/10

N64 System Carry Case

Nintendo/THE • £15

For half the price of the Deluxe bag you can pick up the standard carry case with no separate pockets or extra zips or even cart or memory card pockets. But crucially, there's enough room for an N64. However, it does look a bit guff, not to say cheap, with its shiny plastic all-over sheen and slightly rubbish Nintendo logo that can be scratched off with a good fingernail. So, recommended? Nah, not really.

5/10

Game Multi-Case

Spectra Video • £20

Gross to look at – it's like something Robbie out of Grange Hill used to take to class – but a veritable Aladdin's Cave inside, the Multi-Case is a near-essential buy – as long as you don't mind looking like a throwback to a time when grey-flecked trousers and luminous socks were in. Vinyl, indeed. Its inside has too many pockets and compartments to count on two hands and, at twenty notes, it's brilliant value for money.

8/10

EXTRAS

Nintendo Mouse Mats

Nintendo/THE • £6

Pleasant little additions to your PC's immediate vicinity come in the shape of these highly colourful, good quality mouse mats. The actual surface may be a little bit too shiny to start with but mix a bit of soil into them and they're fine. The actual pictures comprise Mario, Bowser, Mario and Bowser, the N64 logo and *Mario Kart*. All look fairly good next to the old 'puter.

7/10

Nintendo Wrist Pads

Nintendo/THE • £7

If the vast, misty drop from the spacebar to the desktop gives you vertigo or you suffer from particularly sore wrists, then this invention from THE is likely to be a bit of an essential. If not then it'll be the most pointless load of old tosh you'll have ever seen. Still, they're made well enough (from the same material as the mouse mats) and might be of some use to some. Weirdos.

3/10

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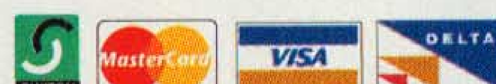


HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 MAGAZINE

We spend hours every day playing games here at **N64** Magazine, pumping them for every last secret, exploring them till we reckon we know them inside out. So you'd think we'd be pretty good at them. And yet you send in your high scores and they're 1,000s higher than we could ever hope to achieve. So we set up our 'Help Wanted' section so that you could share your knowledge with the rest of **N64** Magazine's readers – and win a jacket in the process! (And maybe help us brush up our own weedy scores too.)

The idea, then, is that you put together a guide to a game you reckon you're a bit handy at and send it to us. If it's the best one we receive that month, we'll run it in the magazine along with our own 'How to...' guides and send you a stylish jacket drawn from the **N64** Magazine winter collection. (They're just putting the finishing touches to these in the **N64** Magazine factory at the moment, so we'll bring you a picture of Wil modelling one next month.)

Got some secrets to reveal, then? Read the rules below and get strategising.

The rules

- Your guide wants to consist of about 2000 words of expert advice on a game you've played till you're blue in the face.
- Rather than trying to cover the whole game, follow the example of the 'Help Wanted' features we've run so far and focus on one aspect of the game. (This month, for example, Daniel and Nathan have zeroed in on *Lylat Wars*' battle mode.)
- It's detailed information that's the most important thing, so don't worry too much about pictures or presentation.

Please send your contribution to:
Help Wanted, N64 Magazine
30 Monmouth Street, Bath, BA1 2BW

Remember to include (1) your name, (2) your address and (3) the size of **N64** Magazine jacket (S, M or L) you'd like if your guide is published.

And hurry, too, before Daniel and Nathan (who're seeing their second guide published this month) are smothered by **N64** jackets.

HOW TO... triumph repeatedly in LYLAT WARS' battle mode

By N64 Magazine readers Daniel Glenfield and Nathan Oliver

Even when you've beaten Andross from every possible angle and collected all the gold medals, you still haven't exhausted *Lylat Wars*. The battle mode offers limitless fun for up to four players. But to get any good at it you've got to play it for weeks. Unless! you read our third written-by-you-the-readers feature, in which Daniel Glenfield and Nathan Oliver (yes, them again) reveal everything they've discovered in their many hours of playing – and win themselves an N64 Magazine jacket! Over to Daniel and Oliver...

Once again, Nathan and I have endeavoured to bring you the best guide to a brilliant game. This time *Lylat Wars'* battle mode gets a thorough examination, and while it isn't as sophisticated as *Mario Kart 64*'s battle mode, it still provides lots of fun (on Corneria, anyway). Read on, and you'll soon be looping and barrel rolling your way to victory!

Modes of Play

Point match

This is for longer matches and it's the person who fires the knockout blow who gets the point. The best way to win then is to look for an opponent without much energy left and dog him until he finally explodes.

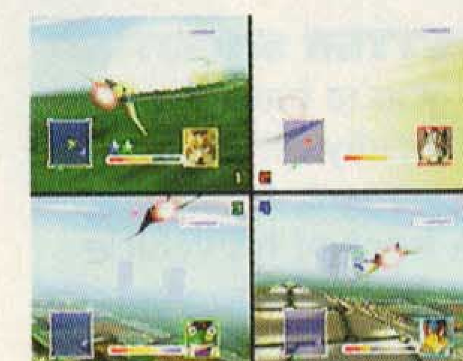
NOVA BOMBS

These will do different amounts of damage depending on which vehicle they're fired at. Here's a damage percentage table:

Arwing: 40%
Landmaster: 50%
On foot: 95%

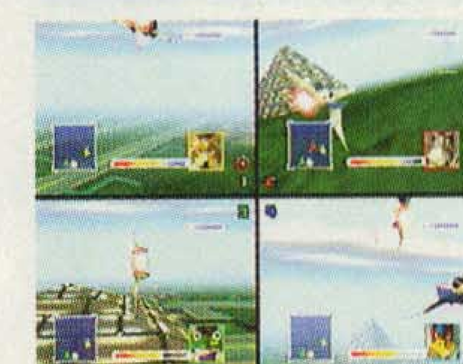
HOMING NOVA BOMBS

Simply get a lock-on on your opponent and hit the B button. The bomb will now home in on him!



CHECK THE ODDS FIRST!

Check your opponent's screen to see if he has a Nova bomb before engaging in a head-to-head battle.



Battle royal

This is for short matches, and a good tip is to stay out of the way while collecting power-ups, and then go and finish off anyone who's low on energy.

Time trial

Usually selected by those who always lose in the other modes, time trial involves you shooting down enemy fighters similar to those in the all-range levels. The best tips are to head for the centre, to use homing shots and not to waste your time going for power-ups.

GO! GO!

FOILING SNEAK ATTACKS
Constantly checking your opponent's screen will let you know if he's attempting to attack you from the rear.

BETTER SHOOTING
If you're having difficulty hitting your opponent, try aiming in front of his vehicle so he flies into your laser fire.

The Arenas

Sector Z

A disappointing area because its location in space means that you cannot utilise the Landmaster or on-foot modes. Sector Z only has one real feature – the vast amounts of space debris that litters the area, which can be used as cover from laser fire, or for showing off your flying skills. Sector Z's background makes it hard for you to see your opponents if they're far away. Only choose it for a change of scenery when you get tired of Corneria (or Katina).

- You can't disappear off the radar on this arena.
- Always use a lock-on to check if an opponent is in the background, as it's difficult to see them due to the colour of the arena.
- You can use the mountains of debris as cover from enemy fire.

Corneria *(point match/battle royal)*

Easily the best battle arena, Corneria hosts pyramids, pillars and arches, as well as a blue sky which allows you to see distant enemies. It offers enough cover and open spaces to warrant 'just one more go', and a tactical element can be implemented.

- Learn where the power-ups appear so you can get to them quickly. (They always appear in specific places.)
- The top of a pyramid is an excellent strategic point if you're on foot.

Katina *(time trial)*

A barren arena with a single structure being the only interesting feature. However, this is the best level for time trials because you can see enemies very clearly.

- Each vehicle should be in a specific place to be able to shoot down the maximum number of enemies:

On foot: Top of pyramid.
Landmaster: Around base of pyramid.
Arwing: At high altitude around pyramid.

The Vehicles

Arwing

The best vehicle, due to its vast repertoire of manoeuvres, and the most accurate shooter. The Arwing is the vehicle of choice if you're out there to win. (And, let's face it, who isn't?)

● **Defensive attack**
When performing a U-turn or somersault, rapidly tap A, as you may hit your opponent as he flies under you.

● **Extra protection**
When performing the somersault, do a series of barrel rolls in case your opponent has slowed down as he tries to shoot you.

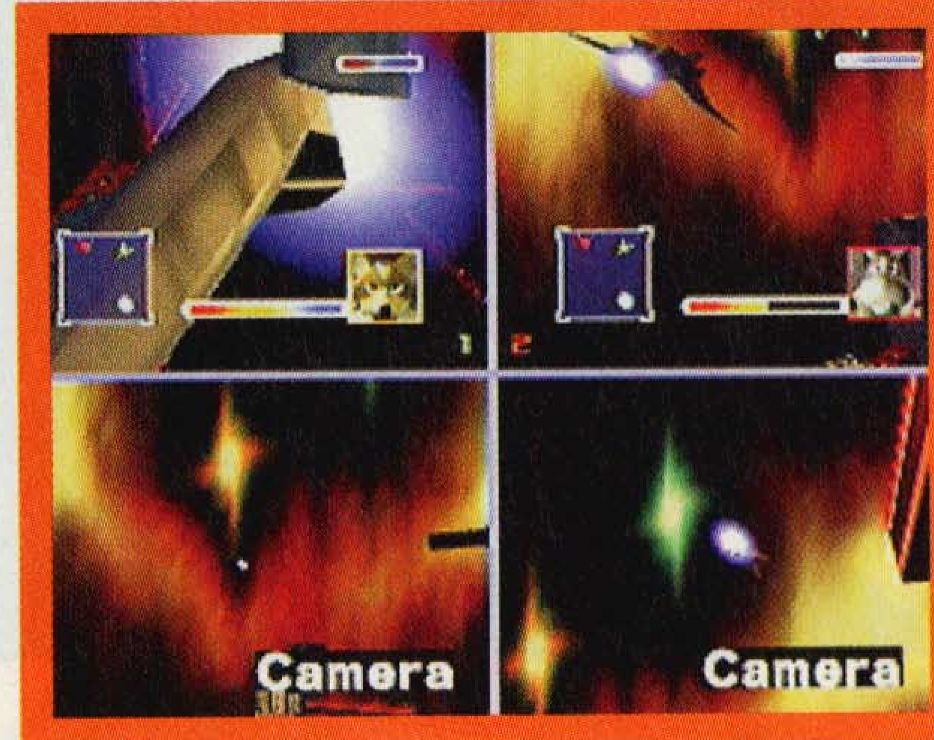
● **As a precaution...**
If your opponent uses a somersault he may try the defensive attack tip, so rapidly tap Z or R when he somersaults over you.

● **Accuracy**
If you're pursuing an opponent but can't get your shots to hit home, look on his screen to see how far wide they're going.

● **Foiling escape plans**
If you're chasing someone and they perform a U-turn/somersault, look on their screen and imitate them to stay behind them.

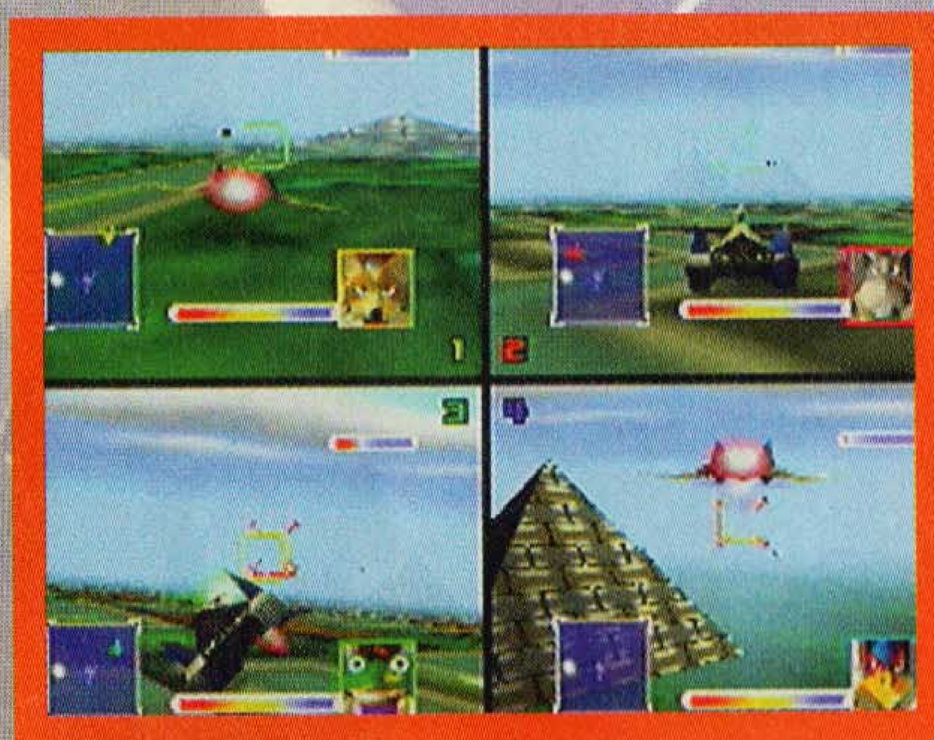
● **Lock breaker**
A U-turn or somersault will break an opponent's lock on you.

● **Don't be a fly-boy!**
Don't try flying through narrow gaps to evade pursuing opponents, as you can't barrel roll effectively to avoid laser fire, and they'll just go round the structure.



● **Not too high!**
Don't fly too high as you'll be seen from further away.

Landmaster

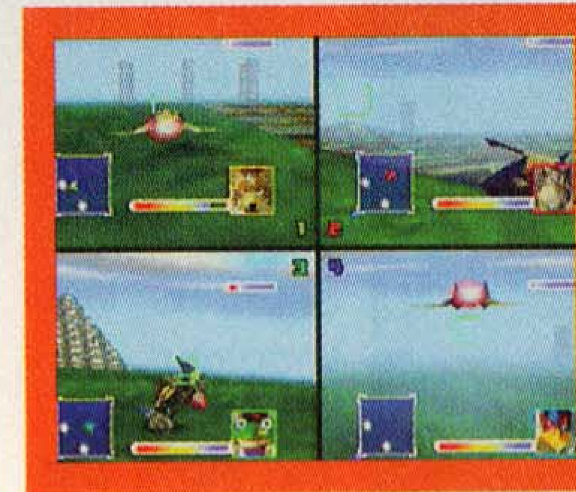


The nippy tank is fun to use and isn't damaged by collisions with buildings – it just stops. It also has the ability to go up pyramids, but its downfall is that it's very vulnerable to a rear attack at close range from a player on foot. (Before you can access the tanks you need to get a medal on Venom along the hard route.)

● **Lock breaker**
A roll (Z or R twice) will break an opponent's lock-on.

● **Turn on a sixpence**
You can perform a tight turn by holding Z/R when turning left/right, which is excellent for surprising an attacker coming from behind.

● **Run 'em down**
The Landmaster can chase a player on foot and then run him over, causing immense damage – remember to laugh as you do it.



● **Eating dust**
Unfortunately the Arwings are faster than the Landmaster, so you'll have to cut them off instead of chasing them.

● **Escape technique**
When being chased, head for a pyramid. When halfway up, hold Left-C to boost to the top. When you get there (still holding Left-C), hold Z and R as well as turning left or right to end up behind your pursuer.

On foot

A bit of a novelty this, as when you're on foot you're generally at a bit of a disadvantage against the other two vehicles. You've got no boost, no homing shots and a tricky firing technique. However, with enough practice you can become good enough to take out even the best players! (Before you can access the characters on foot, you first need to activate Expert mode by getting all 15 medals, and then you need to get a medal on Venom – along the hard route.)

● **Controls**
A – Fire
B – Nova bomb
Z – Jump
R – Run
C-buttons – No function
Joystick – Move/adjust aim

● **Anti-lock**
Each character carries an anti-lock-on device, making you invincible to a lock-on.

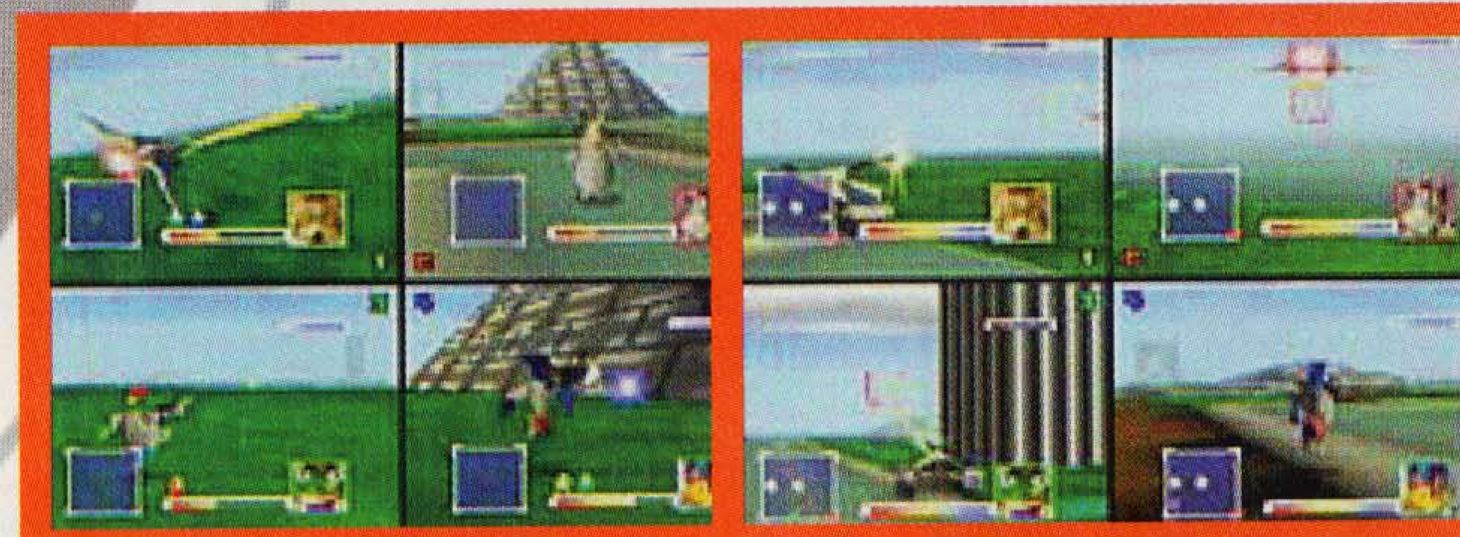
● **Faster fire**
For a faster rate of fire, rapidly tap A instead of just holding it.

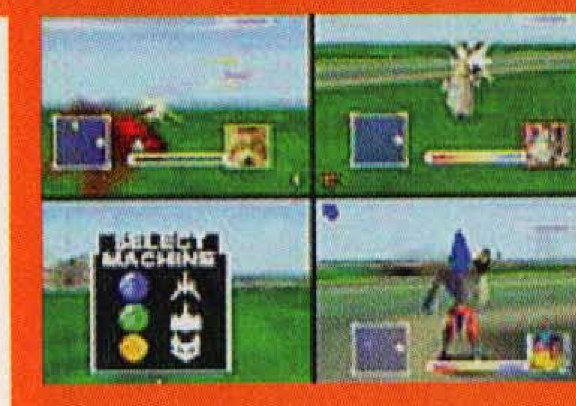
● **Surprise!**
Hiding behind a pillar and rushing out behind your opponent is very effective.

● **Jump**
You can use the jump to avoid shots and to jump over the Landmaster.

● **Eating even more dust**
Obviously you're far too slow to chase the other two vehicles, so you'll have to cut them off.

● **"I can see my house from here!"**
A good strategic point is at the top of a pyramid (although you'll appear on radar). You can shoot anything coming towards you and you also get cover from laser fire by running around the pyramid.





● **Run and round**
If you find yourself running around in circles with your opponent, both trying to shoot each other, just stand still, take aim and SHOOT!

"BUT YOU DIDN'T HAVE A LOCK ON!"
Try firing charged shots, without a lock-on, ahead of your opponent so he flies into them. As you don't have a lock-on, your opponent won't expect to be hit with such a punishing shot.

GO LOW
By flying low you'll disappear from the radar!

"BUT HOW DID YOU FIND ME?"
If an opponent tries that last trick, simply look on his radar to find his position.

TIPS EXTRA

We delve deep into our Big Tips Oven this month for an eclectic platter of gamester helpage, with, ooh, a smidgen of *Clayfighter*, a pinch of *GoldenEye 007*, and a dash of *Lylat Wars*. Allow to cool, garnish, and serve with a fine Chianti. Enjoy!

CLAYFIGHTER 63 1/3
Interplay

Secret characters? Tish. Like any fighting game worth its salt, *Clayfighter*'s got 'em...

PLAY AS BOOGER MAN
At the character selection screen, hold down the left shoulder button (L) and move the joypad Up, Right, Down, Left, Right, Left. The charming Booger Man (HAHAHA) is now yours to play with.

PLAY AS DR KILN

Again, hold down the L button at the character selection screen and press B, Left-C, Up-C, Right-C, Down-C, A. Resident bad guy Dr. Kiln (geddit? Clay? Kiln? Oh, don't bother...) is now available.

PLAY AS SUMO SANTA
Hold down L at, yes, the character selection screen and press A, Down-C, Right-C, Up-C, Left-C, B. He's fat and jolly, and, well, that's about it.

LYLAT WARS
Nintendo

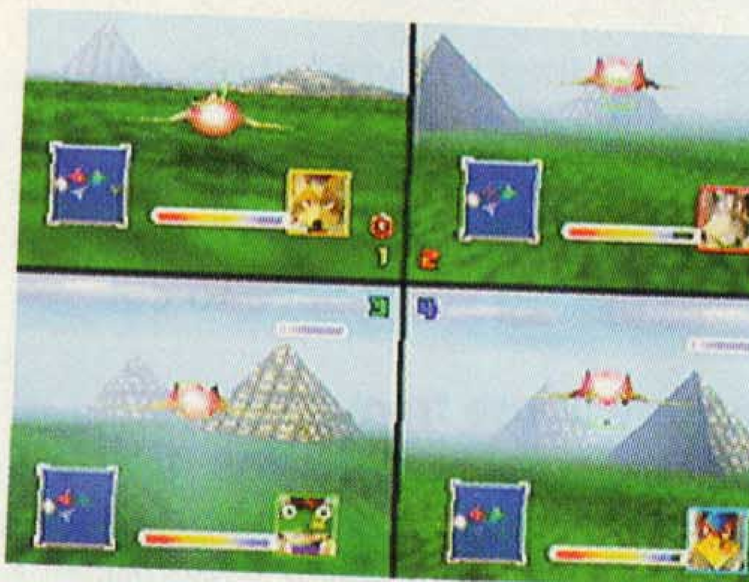
A couple of handy hints to help your game.

FREEBIES!
The easy boss on Corneria has some unexpected bonuses that are yours for the taking.

1. Fly directly between his legs and somersault (pull back and Left-C); you'll come back 'round and re-enter between his legs. Do this without hitting him and an extra life (in the form of an Arwing) will appear.
2. Shoot the right leg and a bomb will appear between his legs.
3. Shoot his left leg and a silver ring will appear likewise.

Of course, exercise restraint as he's a bit weedy; more than a few shots will destroy the legs and over he'll go without so much as a by-your-leave. Barbarian.

MATES? IT'S FOX OR BE FOXED
During multiplayer games it can get pretty confusing as you all swoop around the skies, simultaneously evading and attacking. If you fly at ground level, though, you'll be too low to show up on your friend's radar, giving you a significant tactical advantage. Which is nice.



GOLDENEYE 007
Rare

Want to make those four-player Deathmatches even sneakier? How's about if everybody looked the same, hmm?

PLAY AS THE SAME CHARACTER
Choose a four-player game; the default character (that is, the character everybody will be) must be player 4. At this stage, players 1-3 can be whoever they like. Now change the number of players from four to three; repeat the previous process with player 3 as the default character. Then change the number of players from three to two and repeat again (player 2 as default, etc). Once all that is done, return to the four-player mode and start the game. Voila! Everybody is now indistinguishable!

READERS' TOP TEN TIPS

Good lord. Special congratulations this month have to go to Stephen Ball, who sent us pages and pages of all-new *Mario Kart* shortcuts. Unfortunately, lack of space means we can't print all of them, but rest assured they'll be put to good use in the office. (It's about time the lad Ashton was BEATEN.) Well done to everyone else too.

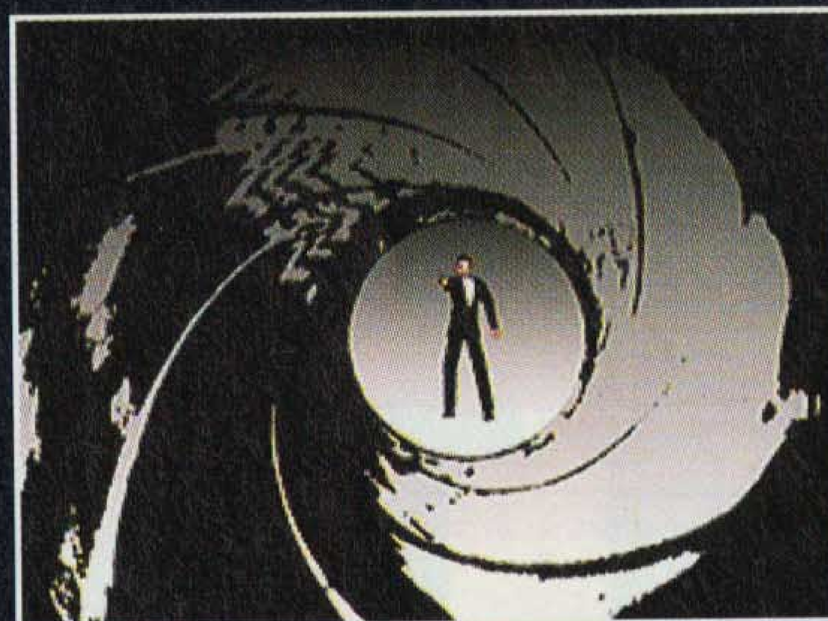
If you've got a tip you think we'd like, please send it in. All tips printed win an **N64** badge and the No. 1 tipster wins a Sharkpad Pro from the smashing InterAct (01204 862 026). Hooray!

1. MARIO KART 64

Luigi Raceway (multiplayer mode) Difficulty: 4/10
Near the start of the race, turn left onto the sand and then onto the grass. Player 2 drives into the corner, where the red brick wall meets the grey wall, and then aligns himself to face the grey wall – making sure his is still in the corner. If player 1 then drives VERY slowly into the back of player 2 he can nudge him through the wall, bringing him out by the tunnel.
Stephen Ball, Macclesfield

2. GOLDENEYE 007

Attach a remote or proximity mine to an ammo box, some body armour or a weapon then collect that item. They'll both disappear, enabling you to still blow up the mine even though it's invisible. The item doesn't reappear until the mine is exploded. Handy, eh?
Vaughan Fletcher, Wellingborough



3. BLAST CORPS

On Diamond Sands, take out the first set of buildings on the left and right of the track, as usual. Now quickly head past the second set and powerslide into the blue gas containers; destroying both of them takes out the whole of the second set of buildings.
Ben Taylor, Abergele and Nicholas Lativy, Glasgow

4. GOLDENEYE 007

For this you'll need two sets of paired weapons that appear next to each other in the weapons list. You'll also need to cycle through your weapons in reverse order; to do this, press and hold A and tap Z. Right. Cycle through your weapons until you have two of the second set of weapons ready, and do the following rather quickly…

1. Press and hold A
2. Before you cycle forward, press Z twice
3. Release A once
4. Press A once
5. Press Z to fire two or three times while weapons are changing.

If done correctly, when you fire in between changing of weapons, one of your duplicates will lock, leaving you with a mixed pair!
Sam Hazim, Longford

5. BLAST CORPS

On Oyster Harbour, there's no need to shoot the crates that obstruct Ramdozer. Drive Ballista to the steps, and run your man towards the TNT infested area. Here you'll find a gap that your man can run through.
Chris Foster, Havant

6. GOLDENEYE 007

LEVEL9, BUNKER 2
Once you're out of the cell and have taken out the guard, go and stand on the grate covering the deep well. There's a tiny knife at the bottom of the well; use the watch magnet or shoot it (each hit will throw the knife up). You'll now have hunting knives to silently kill guards.
Tim Wilson, Dewsbury

7. MARIO KART 64

If you have a Star on the first or second lap of Kalimari Desert, hold onto it until you reach the second train crossing. Turn left and follow the track; if you activate the star at the right time, you'll come out of the tunnel and you'll be on your next lap.
Charith Saranapala, Pinner

8. LYLAT WARS

On Aquas, it's possible to get 27 points for defeating the Oyster Boss: four 'hit+3's for the tubes on top and one 'hit+10'.
G. Scales (we think! Send your address if you'd like a badge!)

9. PILOTWINGS 64

Another quirky bit. Select Pilot Class A (Hanglider) and Hawk as your character. Go to the second test, Chicken Dive. Start the test, fly through the first ring then pull up as you go through the second. Keep pulling up, and when you hit 60 KmH push all the way forwards. If you've done it right, you'll fall very slowly; now push down and left. If done correctly, your Hanglider will turn upside down and then spin rapidly in all directions, doing all sorts of corkscrew, barrel roll roller coaster type things.
Robert Suwart, Cheltenham

10. LYLAT WARS

When facing Andross on the hard route, take a right turn first, then take a left. You'll be rewarded with an extra life. If you die while facing Andross, simply repeat to create an infinite lives loop.
Vincent Coyne, Galway

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you out a rather flash **N64** pin badge. If you get the coveted Number 1 slot we'll send you something just a little bit special. Don't send us stuff we've already printed, though, it makes James cross.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....

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Post code ....

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

You're through to... THE NINTENDO

The Nintendo Hotline is the place to go with any of your gaming problems, but if you're stuck on a popular game, you can be fairly sure a few others are gnashing their teeth over the same problem. That's why N64 Magazine prints your favourite queries on these pages – so before you pick up the phone have a glance here to see if we can help.

This month's Hotline sees us in a festive type mood, what with Chrimbo just round the corner an' all. Ahhh, the warmth of a log fire blazing steadily in the corner of the office – at least until the Fire Brigade turn up. Mistletoe is lodged firmly in A/V connections and the faint smell of brandy permeates the entire building (hic).

And what could be more appropriate at this time of year than driving around at 174mph, taking hazardous corners with wild abandon, flinging tonnes of metal about at alarming speeds?

Well, pretty much anything, actually, but none of it as much fun, with the possible exception of the excitement that always accompanies pulling the office cracker. Ooer.

So, without further ado, on with the feature this month – *Top Gear Rally*. Splendid.

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **(01703) 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

TOP GEAR

The Courses

COASTLINE

Description: A course that runs along the beach. There are groups of hairpin turns and several tunnels.
Difficulty: Easy
Best Car (for first season only): Type ES

Shortcuts

1. Near the start, after you round the first turn, take the right-hand (left in mirror course) path.
2. After the first tunnel there will be a hairpin turn. There is a hole in the railing which will allow you to drive onto the beach.
3. After the second shortcut round the next two turns. Watch the fence on the left (right if you are on a mirror course) for a break. This will take you across a large field.

JUNGLE

Description: This is a very long course with several straightaways. It also has a long tunnel through a Mayan pyramid.
Difficulty: Easy
Best Car (for first season only): Type ES

Shortcuts

1. Near the start. As you round the first turn, watch the right side (left if mirror track) for an opening. This will lead you to a shortcut through a cave.
2. Climb the steep, curving hill to come to a series of turns. As you round the second turn watch the wall for a ramp. Drive off-road at this point to take a small shortcut.
3. When racing the Jungle in snow, use the frozen riverbeds near the end to cut across the track.

DESERT

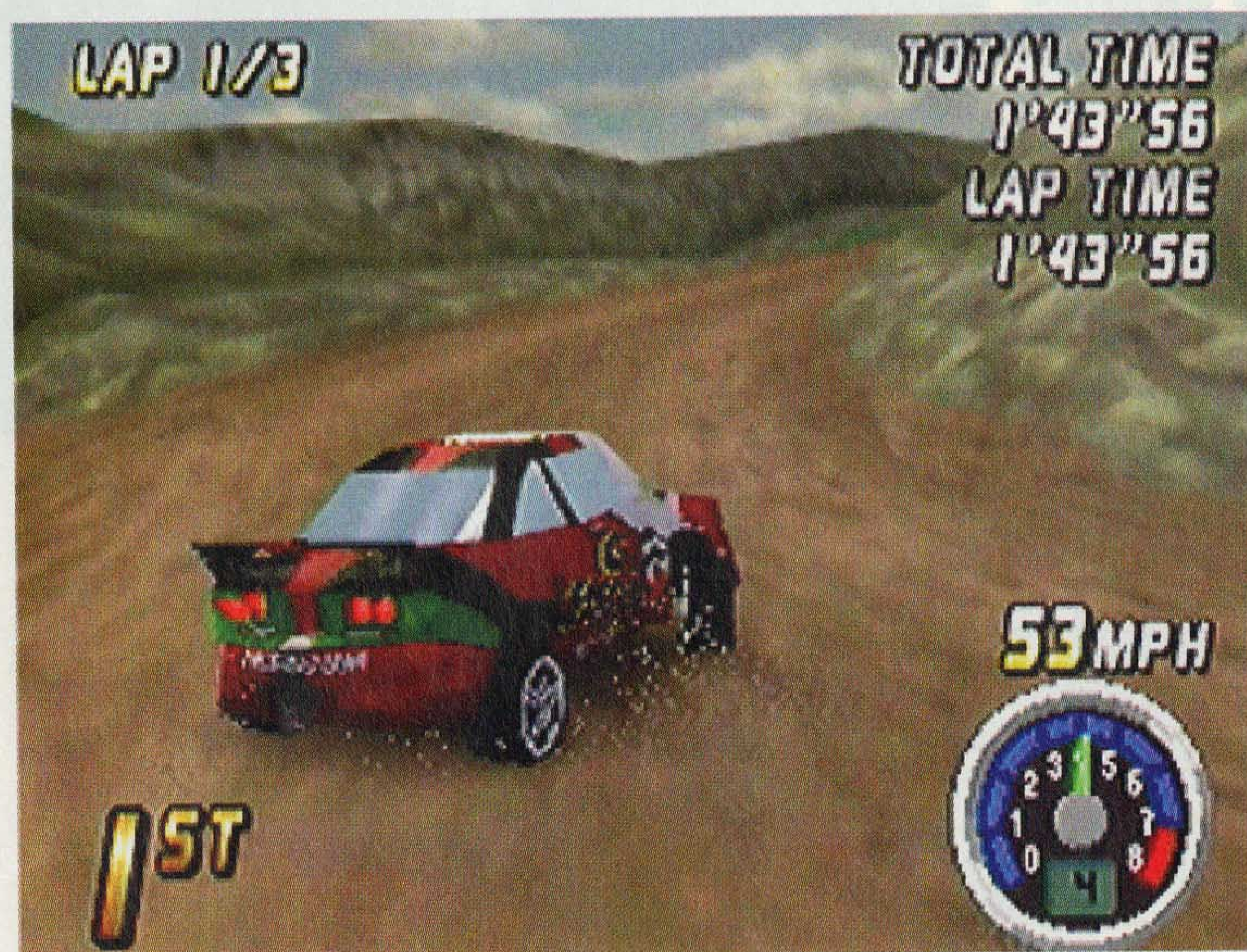
Description: This is a very long course that has very narrow canyons and few straightaways.
Difficulty: Medium
Best Car (for second season only): Type CE

Shortcuts

1. After you get past the city and reach the top of a small hill with the balloon billboard, look for tyre tracks leading off-road. Follow these past the house to reach the shortcut.
2. Near the end of the course, after driving through the canyon with the overhanging walls, you will be given the choice of two paths. The lower road is the fastest.

HOTLINE

RALLY



General Tips

Always make use of the shortcuts – the CPU cars never will unless you force them off their racing line. Make sure you know the position of the off-road entrances by heart because in rain or snow, visibility is reduced to a minimum.

One of the best features of *Top Gear Rally* is that it uses real physics to simulate the movements and behaviour of the cars on different road surfaces. The only way to drive, as far as the Hotline is concerned, is to keep the accelerator down all the way and keep those fingers away from the brakes. Quite sensible, I think you'll agree. In fact, you shouldn't ever need to use the brakes thanks to the realistic way the cars handle. Turning into a sharp corner requires no more than heaving the stick sharply in the direction you require to go, and then nudging the back end of the car out so that you should be lined up neatly with the next straight. Just like driving a real car at high speeds. (Not that we know of course.)

On the desert stage, when hitting those pesky bumps that send you flying off course, try releasing the accelerator when you reach the peak of the jump. This should make the car a lot easier to handle when you touch down. Of course, as soon as all four tyres are back on Terra Firma it's pedal to the metal once more.

MOUNTAIN

Description: This is a long course with lots of very tight turns and difficult terrain. Power Slides can be very useful.
Difficulty: Hard
Best Car (for third season only): Type M3

Shortcuts:

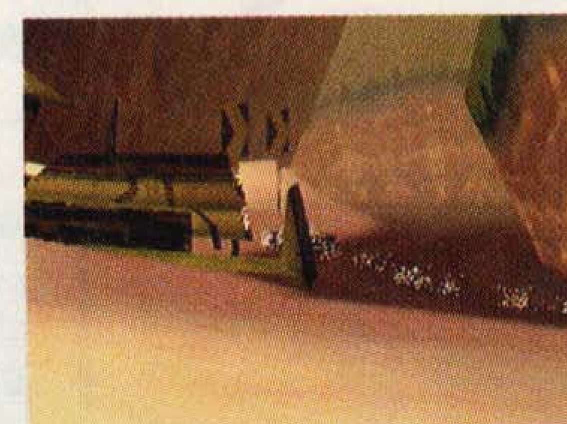
1. After you pass the lake you will come to a series of turns. After completing these and a short straightaway look for the yellow sign between two roads. Take the road on the right (left in mirror mode) for the shortcut.

STRIP MINE

Description: This is a large strip mine with beaches, an aircraft carrier and lots of heavy machinery.
Difficulty: Medium
Best Car: Type RS

Shortcuts

There are no specific shortcuts on this stage, however there are multiple pathways that can be taken.



Game Secrets

There are two hidden courses (Strip Mine and mirror Strip Mine) and two hidden cars (Milk Truck and Helmet).

The availability of the other cars is dependent on winning the different seasons in the first year. Voila:

Season 1 (Spring)
Type ES
Type LD

Season 2 (Summer)
Type IP
Type CE

Season 3 (Fall)
Type SP
Type M3

Season 4 (Winter)
Type NS
Type RS

Season 5 & 6
Type PS

To gain access to the Milk Float simply complete the 6th Season on the first year. To drive the Helmet car you need to complete the 6th Season on the second year. For the Strip Mine hidden stage you need to come first in *every* race in the 6th Season of the first year. The Mirror Strip Mine becomes playable by doing the same on the second year.

GO! GO!

I'M THE BEST

Beaten all your mates? Ready for a fresh challenge? Get that high score sent in and see how it fares against these blinders.

Hello, and welcome to the latest instalment of I'm the Best. Special inter-N64 congrats this month, as Jonathan and Wil stayed here all day and ALL NIGHT and then ALL THE NEXT DAY to ensure you got the latest issue on time. A big hand, then, for such insane dedication.

Elsewhere, we've been overwhelmed with Koopa Troopa Beach entries; you're a competitive bunch, that's for sure. In fact, *Mario Kart* in general seems to inspire the majority of your efforts. Has a game ever inspired such dedication, such effort, such skill? Not that we know of, anyway. But! You just wait 'til *Diddy Kong Racing* is released...

Anyway, keep your entries coming. It's always a pleasure to see how skilful our readers are. Remember, anyone who wins in a given category gets a lovely **N64** pin badge, envy of lapelophiles everywhere. Have fun!

NEW HIGH SCORE!

WIN A CONTROLLER!

The entries for the Koopa Troopa beach compo came flooding in thick and fast and we're excitedly rifling through them in search of a winner. We'll announce the results in the January issue on sale December 31st.

Remember that we've also started a *Lylat Wars* challenge: we want your total number of hits for Level 1, Corneria. Best get your trigger fingers ready – mark your entry "I'm a Top *Lylat* Pilot!" or "I'm a *Lylat Wars* Wizard" (whichever you think you are; we like alliteration here) and send 'em to the usual address (see 'How To Enter') to reach us by December 15th. The winner will get a Sharkpad Pro from InterAct (01204 862026).

THIS MONTH'S SCORE TO BEAT

StarFox
Total number of hits on level 1, Corneria
263

Star Performance

You may recall that when James reviewed *Doom 64*, he set a little mini-compo for the first person to actually complete the game. Well! We have a winner. Well done Laurie (we think) of Bath (spookily). He kindly sent us a video of how he exactly did it (and a very odd photo), and that's the kind of dedication we like. Very well done, sir. Some kind of N64-related goody is on its way to you as we speak. And commiserations to Andrew King of Kent; he's also accomplished this mighty feat, but sadly was pipped to the post by Laurie. Never mind – you're still an Olympian gamer in our eyes. Have a badge and be very proud.

SUPER MARIO 64

(PAL)

Foot Race With Koopa the Quick			
1	0'13"5	Confirmed	Owain Brimfield, Peel
2	0'13"8	Confirmed	Barry Gannon, Caithness
3	0'16"0	Confirmed	Richard Savage, Berkshire
4	0'16"1	Confirmed	John McCormick, Fife
5	0'16"7	Confirmed	Matthew South, Sheffield
6	0'16"8	Confirmed	Stelios Giamerolos, Greece
7	0'17"2	Confirmed	Andrew Densley, Bath
8	0'17"3	Confirmed	Neil Tate, Doncaster
9	0'17"7	Confirmed	Erwin Zeevart, Holland
10	0'17"7	Confirmed	Daniel Dunn, Lincolnshire

Peach Slide			
1	0'12"7	Confirmed	Stelios Giamerolos, Greece
2	0'13"0	Confirmed	Trev Henderson, Harrogate
3	0'13"0	Confirmed	Marc bennett, Newcastle
4	0'13"1	Confirmed	Zahir Ishani, Surrey
5	0'13"2	Confirmed	Dave Parsons
6	0'13"2	Confirmed	Stelios Giamerolos, Greece
7	0'13"3	Confirmed	Andrew Mills, Londonderry
8	0'13"3	Confirmed	Ed Quinn, Manchester
9	0'13"3	Confirmed	Micke Laasko, Finland
10	0'13"3	Confirmed	Vince McDonald

(AMERICAN/JAPANESE)

Foot Race With Koopa the Quick			
1	0'17"6	Confirmed	GK, Darlington
2	0'18"3	Confirmed	P. Dimba, Tonbridge
3	0'19"0	Unconfirmed	Ryan Cowell, Cramlington
4	0'19"7	Confirmed	Nigel Butterfield, Manchester
5	0'21"0	Unconfirmed	Andrew Watson, Blackpool

Peach Slide			
1	0'13"2	Confirmed	James Adams, Bury
2	0'13"3	Confirmed	P. Dimba, Tonbridge
3	0'13"4	Unconfirmed	Richard Durkin, Newcastle
4	0'15"9	Confirmed	P Dimba, Tonbridge
5	0'16"0	Confirmed	Ciaran Haren, Belfast

WAVE RACE 64

(PAL)

Time Trial Sunny Beach			
1	1'15"149	Confirmed	Gareth Gibson, Rickmansworth
2	1'15"830	Confirmed	Andrew Mills, Londonderry
3	1'16"280	Confirmed	Andrew Cole, Bracknell
4	1'16"293	Confirmed	Jonathan Mielcarek, Somerset
5	1'17"005	Confirmed	Chris Tape, Rayleigh

Stunt Mode, Dolphin Park (Any version)			
1	40490	Confirmed	Stelios Giamerelos, Greece
2	40472	Confirmed	Norman Obeseki, Ledds
3	28160	Confirmed	Jon Oyvind Tosdal, Norway
4	26073	Confirmed	Nicky Stanford, N. Ireland
5	25195	Confirmed	Michael Ferret, Braunton

Glacier Park – Time Trial			
1	1'45"480	Confirmed	Andrew Cole, Bracknell
2	1'46"189	Confirmed	Nick Tew, Swindon
3	1'47"778	Confirmed	Jonathan King, Dorchester
4	1'48"899	Confirmed	Chris Redit, St. Albans
5	1'52"456	Confirmed	Robin Weaver, Suffolk

Glacier park – Stunt Mode			
1	60545	Confirmed	Norman Obeseki, Leeds
2	58670	Confirmed	Norman Obeseki, Leeds
3	52165	Confirmed	Jonathan King, Dorchester
4	51864	Confirmed	Stelios Giamerelos, Greece
5	35875	Confirmed	William Stagg, Wiltshire

(AMERICAN/JAPANESE)

Time Trial Sunny Beach			
1	1'03"755	Confirmed	William Lam, Bristol
2	1'04"726	Confirmed	Dilpesh Varsani, London
3	1'05"266	Unconfirmed	Paul Knight, Exmouth
4	1'05"478	Confirmed	GK, Darlington
5	1'05"820	Confirmed	Carl Waters, Telford

MARIO KART 64

(PAL)

Luigi Circuit

1	1'33"67	Confirmed	Graham francis, Cronleigh
2	1'41"31	Confirmed	Stephen Ball, Macclesfield
3	1'42"50	Confirmed	Richard Dunn, Lincolnshire
4	1'43"07	Confirmed	Joe Timms, Ashcott
5	1'44"43	Confirmed	Thomas Foster, Derby
6	1'52"82	Confirmed	Andrew Mills, Londonderry
7	1'57"32	Unconfirmed	Richard Gale, Milcote
8	1'58"76	Confirmed	Margaret Hodge, Cheshire
9	2'00"21	Confirmed	Stelios Giamarelos, Greece
10	2'01'28	Confirmed	Alex Graham, Staines

Royal Raceway

1	2'10"50	Confirmed	Stelios Giamerelos, Greece
2	2'11"10	Confirmed	Andrew Mills, londonderry
3	2'11"11	Unconfirmed	Gary Thomson, Bonnyrigg
4	2'11"87	Confirmed	Jason Lam, London
5	2'12"29	Confirmed	Andy Liu Kly, London
6	2'12"34	Confirmed	Chris Sheperd, Nunthorpe
7	2'12"49	Confirmed	Phillip Richardson, Isle of Man
8	2'12"76	Confirmed	Steven Donnelly, Northumberland
9	2'12"93	Confirmed	Trevor Scannell, Barking
10	2'12"96	Unconfirmed	Agent N64

Koopa Trooper Beach

1	1'39"63	Confirmed	Andrew McClue, Herts
2	1'40"34	Confirmed	Stelios Giamerelos, Greece
3	1'41"90	Confirmed	James Watt, Higham
4	1'42"44	Confirmed	Andrew Hannath, Swindon
5	1'42"76	Confirmed	Ian Gore, Somerset
6	1'42"84	Confirmed	Andrew Mills, Londonderry
7	1'42"92	Unconfirmed	Gary Thomson, Bonnyrigg
8	1'43"63	Confirmed	Adrian Brace, Haverfordwest
9	1'43"64	Confirmed	Jason Lam, London
10	1'43"64	Confirmed	Steven Donnelly, Northumberland

Frappe Snowland

1	00'32"32	Confirmed	Tommy Earl, Heaton
2	00'42"56	Confirmed	Jason Lam, London
3	00'45"99	Confirmed	Danny Dunn, Lincolnshire
4	00'47"89	Confirmed	Andrew Birch, Cumbria
5	00'52"33	Confirmed	Vince McDonald, Cumbria
6	00'52"91	Confirmed	James Wood, Tonbridge
7	00'53"01	Confirmed	Andrew Mills, Londonderry
8	00'53"20	Confirmed	John McCormick, Fife
9	00'53"29	Confirmed	Andrew Valentine, East Grinstead
10	00'55"36	Confirmed	Andy Liu, London

Bowser Castle

1	2'20"42	Unconfirmed	Gary Thomson, Bonnyrigg
2	2'21"44	Confirmed	Richard Dunn, Lincolnshire
3	2'21"94	Confirmed	Ian Gore, Somerset
4	2'22"47	Confirmed	Nick Tew, Swindon
5	2'23"15	Confirmed	Martin Conroy, Leeds
6	2'23"47	Confirmed	Nick Syrad, Reading
7	2'23"47	Confirmed	Andrew Birch, Cumbria
8	2'23"76	Confirmed	John McCormick, Fife
9	2'23"89	Unconfirmed	Colin Sales, Renfrewshire
10	2'23"99	Confirmed	Andrew Mills, Londonderry

Banshee Boardwalk

1	2'10"70	Unconfirmed	Gary Thomson, Bonnyrigg
2	2'13"40	Confirmed	Stelios Giamerelos, Greece
3	2'13"67	Confirmed	Andrew Mills, Londonderry
4	2'13"89	Unconfirmed	Agent N64
5	2'14"37	Confirmed	Simon Dodds, Harpenden
6	2'14"52	Confirmed	Jason Lam, London
7	2'14"53	Confirmed	Nick Tew, Swindon
8	2'14"54	Confirmed	Alain Keersmaekers, Belgium
9	2'14"72	Confirmed	Matt from Higham
10	2'14"94	Confirmed	Phillip Richardson, Isle of Man

(AMERICAN/JAPANESE)

Luigi Circuit

1	1'27"66	Confirmed	George Papapetrou, London
2	1'40"23	Confirmed	Marc Duport, Guernsey
3	1'42"12	Confirmed	George Papapetrou, London
4	1'42"76	Confirmed	Steven Dyson, Poulton le Fylde
5	1'42"92	Confirmed	Mike Davis, Dundee
6	1'43"01	Confirmed	Tatu Luostavinen, Finland
7	1'43"06	Confirmed	Mike Hurry, Aberdeen
8	1'43"33	Confirmed	Mark Lethbridge, Broadstairs
9	1'43"45	Confirmed	Andrew Taylor, Reading
10	1'43"65	Confirmed	GK, Darlington

Mario Circuit

1	0'54"32	Confirmed	Andrew Mills, Londonderry
2	0'54"46	Confirmed	George Papapetrou, London
3	0'54"58	Confirmed	Marc Dupont, Guernsey
4	0'54"64	Confirmed	Steven Dyson, Poulton le Fylde
5	0'54"82	Confirmed	Marios Papapetrou, London
6	0'55"12	Confirmed	Ian Chan, Stirlingshire
7	0'55"36	Confirmed	Marc Duport, Guernsey
8	0'55"70	Confirmed	Graham Dibley, Basingstoke
9	0'55"82	Confirmed	Mike Hurry, Aberdeen
10	0'55"83	Confirmed	Robert Klooskeihois

Royal Raceway

1	1'46"68	Confirmed	Andrew Mills, Londonderry
2	1'48"28	Confirmed	George Papapetrou, London
3	1'49"63	Confirmed	Steven Dyson, Poulton Le Fylde
4	1'50"14	Confirmed	Marc Dupont, Guernsey
5	1'50"43	Confirmed	Jon Stanley
6	2'32"73	Confirmed	Arthur van Daless, Holland
7	2'33"84	Confirmed	Matk Lethbridge
8	2'34"10	Confirmed	Nick Payne, London
9	2'34"26	Confirmed	Mike Hurry, Aberdeen
10	2'34"79	Confirmed	Marc Dupont, Guernsey

TUROK

(PAL)

Time Challenge Mode

1	1'23"	Confirmed	Stuart Richards, Dorking
2	1'39	Unconfirmed	Andrew Mills, Londonderry
3	2'32"	Confirmed	Wayne Starkey, Harpenden
4	2'37"	Confirmed	Matthew Griffiths, Colchester
5	2'39"	Confirmed	Andrew Mills, Londonderry
6	2'40"	Confirmed	Martin Sturrock, Goostrey
7	2'44"	Confirmed	Paul Taylor, Poynton
8	2'46"	Confirmed	Jamil Yahyaoui, Belfast
9	2'48"	Confirmed	Scott Brown, Stocksfield
10	2'50"	Confirmed	Karen Callow, Winton
11	2'51"	Confirmed	Stephen Daulby, Warrington
12	2'53"	Confirmed	Tony Hills, Cleveland
13	2'53"	Confirmed	Johannes Virtannen, Finland
14	2'53"	Confirmed	Tom Walker, Essex
15	2'57"	Confirmed	Nick Perry, Pontypool
16	2'58"	Confirmed	Joe Timms, Ashcott
17	2'59"	Confirmed	Erwin Zeevart, Holland
18	3' 32"	Unconfirmed	Neil Plant, Falmouth
19	3'00"	Confirmed	William Lam, Bristol
20	3'05"	Confirmed	Laurie Goodman, Lewes

STARFOX

(ANY VERSION)

Level 1, Corneria

1	263	Unconfirmed	Keith McBean
2	224	Confirmed	Andy Hurst, Havant
3	222	Confirmed	A. Barker, Gwent
4	213	Confirmed	GK, Darlington
5	213	Confirmed	Jon Davies, Wallingford
6	207	Confirmed	Seth Eagles, Gwynedd
7	204	Confirmed	Marc Duport, Guernsey
8	203	Unconfirmed	Richard Durkin, Newcastle
9	202	Confirmed	Roger Vance, Newtownards
10	197	Confirmed	Johnny Town, Horbury

Total Hits

1	1833	Confirmed	Jon Davies, Wallingford
2	1745	Confirmed	Michael Lai, Liverpool
3	1729	Confirmed	Seth Eagles, Gwynedd
4	1613	Confirmed	Pekka Tarkka, Finland
5	1536	Confirmed	GK, Darlington
6	1523	Confirmed	P. Dimba, Tonbridge
7	1450	Confirmed	Nick Payne, London
8	1442	Confirmed	Mike Hurry, Aberdeen
9	1433	Confirmed	Richard Durkin
10	1430	Unconfirmed	Johnny Town, Horbury

How to enter

You can enter as many leagues as you like, but you'll need to send a photo or video for your effort to be 'confirmed' (nobody'll believe you otherwise). Any photos MUST have your name, address and score/time on the back. Videos, likewise, must have a label attached with the aforementioned information available. We get so many entries each month, and they tend to congregate in huge stalagmite-like mounds or run off with the vicar's wife, so this is all vitally important stuff.

Send all your bits to:
I'm The Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW
If you'd like your videos/photos back, please include a stamped, addressed envelope with your entry. We'll do our best to get 'em back to you, but it might take a bit longer than you'd hope. Similarly, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the relevant issue, as it'll be there in the next one.

N64

5

AS LIAM AND NOEL SEEM
TO PREFER GESTURES TO WORDS,
YOU'D EXPECT THEM TO
LIKE THE STATION WITH LESS TALK.

None of your Christmas cards have arrived yet. But, er, we're sure they're on their way. What you have sent us, though, are teetering heaps of letters about everything N64-related, so we'll print our favourite ones here and then stick the rest up festively around the office.

Write to us at:
Club 64, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW
Fax: 01225 732275
e-mail: n64@futurenet.co.uk
Any letters printed win a prized N64 Magazine badge!

Obviously you'll receive letters from people complaining that they paid £150 for their machines. But I'm not bitter! (Can you tell?) It's great news. Cheaper N64s means more N64s, which means more games. It's a win-win situation!
John Starkey, Torquay

Let's hope so, eh? Although it's a bit worrying that the N64's still struggling in Japan, where it's been less than £100 for ages. What's really needed is a better selection of games. And, as you'll have gathered from leafing through this issue's reviews section, that's happening now too. Great! **Ed**

"Recognising"

I would just like to reply to the letter you received in issue 8 regarding "one Mr. Andrew Mills from Londonderry". I would like to combat the remarks in the letter by congratulating Andrew for his obvious prowess in playing N64 games. He's appeared in almost every high score table you've ever had. I think this display needs recognising by everyone. Well done, Andrew. And well done Rare (for everything).
Chris Pflaumer, Leiston

Andrew will no doubt be delighted to see his name mentioned once again. **Ed**

"Fruitloop"

Hello! It's 11.30pm, and I'm writing this letter in quite an excited mood. No, I haven't just managed to reach expert mode in *Lylat Wars*. No! It's nothing like that! I've just read on Channel 4's Digitiser that the N64 will be just £99 from Friday, 24th October, and it's been confirmed that the games will be priced at under £50 from now on!

Is this true? If so, it's fantastic news, not just for the lucky sods who can now pick up the machine for this crazy price, but even for the people who paid more for theirs. (I paid £150.) Surely this will have to establish the N64 as the best console to own from now on. I mean, you'd have to be a complete fruitloop to choose anything other than an N64 at that price.

"Bottom"

I've been reading your 'I'm the Best' section, and found some times and scores with 'Unconfirmed' next to them. How can you do this? I know you put a line at the bottom of the page saying "If you want anyone to believe you", but still, it's a widely read mag, and everyone who's worked hard to get their name and score or time in the mag has been put down a place in the table.
Gary Tonsley, Rochford

A fair point. From next month onwards, then, we'll only include scores in 'I'm the best' that are accompanied by confirmatory photographs or videos. **Ed**

"Caterpillar"

I had to write in after I came across a few developmental screenshots of *Blast Corps* while going through my back issues of Super Play (all 47 of them!).

If you look back to the days when the N64 was the Ultra 64, and details of the games were emerging, *Blast Corps* (then known only as '*Blastdozer*') was revealed on a scrolling video at Shoshinkai in the first half of 1996. If you look closely at the three screenshots on page 34 of Super Play's February 1996 issue, you can clearly make out a few vehicles that look very different to the ones we've since seen: a large scorpion-like machine as well as one with multiple caterpillar tracks.

Why did Rare drop these wondrous machines of destruction? Could they be hidden vehicles? Special rewards after the game has been fully completed? Or some kind of code or pad cheat? I would much rather tackle Diamond Sands with a mecha-scorpion than the strange powersliding shenanigans of Backlash...
Barrie Davis, London

"They were early experimental vehicles which never made it into the final version," Rare tell us. So you can stop pressing random buttons on the title screen now. Sorry. **Ed**

"Z-trigger"

I'm writing to complain. (*Whimper. – Ed*) Every games mag I've read has a cheat for *Blast Corps* which involves holding the Z-trigger to blow up buildings. This cheat does not work! Both me and a friend of mine have tried it but we can't get it to work.
Aaron Carroll

You're right. For the PAL version of Blast Corps, Rare have fixed the glitch that made it possible to destroy whole buildings just by trying to make your bloke get out of his vehicle on top of them, so we UK gamers will just have to do Oyster Harbour properly. **Ed**

"KA-SO-MA"

You know the abbreviations that are used for the planets when you complete *St*– sorry, *Lylat Wars*? Well, a certain route spells CO-ME-KA-SO-MA-BO-VE, which could be "Come, kas o ma bove", which, translated from its native Lylat, is "Come, kiss my oven." This has absolutely no meaning at all, so the only other thing it could be is "Come, Kasoma Bove." Which is obviously the next instalment of the *Star Wa*– (cough) *Fox* trilogy.
Jonathan Ashby

What the game's actually trying to say is "Coo! Mekasom above!" Because, of course, Mekasom is usually below. **Ed**

"Grinning"

I've now spent the last two weeks *blasting* my wicked way through the Lylat System, grinning manically as I blow Andross away. Even after defeating him I still go back with hopes of medals and further glory. Can I say to any Nintendo 64 owners out there that if you don't own this game, go out and buy it now I'd forgotten how good an old fashioned shoot-'em-up could be.
Warren Stalley, via e-mail

I'll raise my mug to that. **Ed**

"Amazed"

I'm writing this letter because I've just purchased one of the best games I've EVER played in my entire life. Yup, I'm talking about *Starfox 64*. (I refuse to call it *'Lylat Wars'*.) I haven't been this amazed by a game since *Mario 64*, and didn't think such perfection was actually possible! The best bit about it (for me, anyway) is the spoken dialogue throughout the entire game, along with cut-scenes to rival any pre-rendered (and poorly acted) CD-ROM video rubbish. Yes, *Starfox 64* is a landmark in video gaming, and shows that the N64 is to be taken seriously in EVERY respect. Now, critics of the machine cannot say things like "You can't have cut-scenes or very big games on cartridge" without sounding utterly stupid. This game has proved that this is not the case.
Fox McCloud, Lylat System, Ipswich

(Actually, readers, I don't reckon this letter's really from Fox himself, as the Lylat System isn't in Ipswich.) Lylat Wars is excellent, isn't it? And, although I have to confess I'd stopped playing it a couple of months ago having got bored with having to start on Corneria each time, I've had great fun taking the pictures to go with our battle mode guide this month. **Ed**

"Andross"

I think Slippy Toad is so crap he should join the Cornerian Army, because they're so useless that three pilots (no point including Slippy) can do better than them against Andross.
Michael Wallace, Brighouse

It had to be said. **Ed**

"19-year-old"

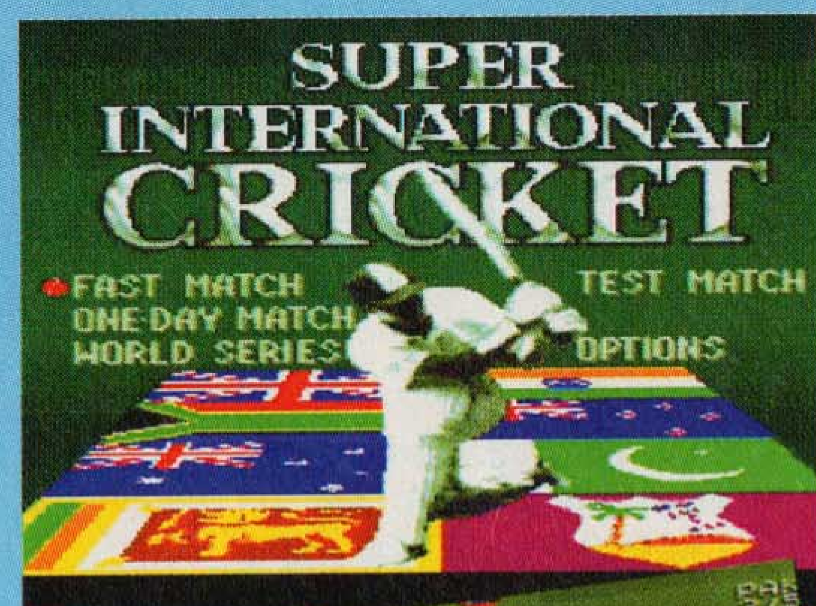
I'm writing to complain about how much more you write about Japanese and American games than British games. Most of your readers don't own Japanese and American N64s. I own a British N64, and a friend down the road does, and so does my 19-year-old brother. We need more PAL version reviews. After all, we are in Britain, aren't we?
Alexandra Denton, Hale

That's possibly a trifle unfair. We review every PAL game that's released, and although we review every Japanese and American game as well, our 'Import Arena' section is usually much smaller than our main UK reviews section. You definitely ought to be happy with this issue, though – you'll be able to count 37 pages of UK reviews compared with a mere three pages of import reviews. **Ed**

DREAM ON

Sprinkle your ideas into our gaming Petri dish and see what flourishes.

CRICKET 64
Having spent many happy hours over the past few months on *ISS64*, the more I play it the more I wish there was an N64 cricket game equivalent. I know that neither the Japanese nor the Americans would have much of an appetite for such a game, but surely we've had our fair share of awful baseball, basketball and mah jong games. Anyhow, it's not as though cricket games don't sell well in the UK – *Super International Cricket* was a SNES number one just a couple of years ago (and still sells well now), and *Brian Lara* on the Mega Drive was number one for a couple of months. Do Beam or Codemasters have any N64 games in the pipeline?
Edd Oliver, Whitbourne



I can't honestly say I share your enthusiasm for the idea, finding cricket less interesting than watching a wall on which the paint has already dried. Codemasters are reported to be starting N64 development, although they're not yet saying what they're working on. **Ed**

SIM & CONQUER 64
My dream game would be a mixture of *Sim City* and *Command & Conquer*. You'd build your own country instead of a city. You wouldn't make money by collecting taxes, instead searching for coal and gold to sell. You could also grow crops to make extra money. At the same time you'd have to invest money in your army and navy to protect your country from attack.
Gokhan Kurt, London

That sounds great. And also a bit like Civilization, which came out on the SNES in America but never made it over here. Fingers crossed, eh? **Ed**

MR. T 64
Oh no! The evil Dr. Smith has planned to build a giant robot made of gold so he can take over the world. But after estimating the amount of gold he needs, it wasn't the local bank, it wasn't even Fort Knox that could supply him. Only the gold chains around Mr. T's neck can offer the vast amount of gold that Dr. Smith needs. So while T is asleep, his chains are nicked by the Doc's evil henchmen. When Mr. T awakens the next morning, he is angered at his bare neck. He vows to get his chains back at any cost. The game would play similarly to *Michief Makers*, i.e. a 2D scrolling game where T picks up, shakes and throws the enemies while 'Outta my way SUCKHA' and 'You dead meat FOOL' is being pumped out through the speakers. How's about it?
James Kenny and Paul Vallance, via e-mail

Next! **Ed**

BARIO KART 64
The game would involve driving Barry Chuckle, from the Chuckle Brothers, as the main character, with his brother Paul as the Luigi of the game. It could also include Richie Benaud, Geoffrey Boycott, David Gower, Tony Lewis, Yogi Bear and Aladdin. On the title screen Bario would say: "Welcome to Arabian boy Bario Kart!" It would be sponsored by Renault, and the drivers could drive different sorts of Renault, e.g. Mégane Scenic, Clio etc. Each driver would have different sayings, like (Bario) "I'm Bario – to me – to you!" (Richie) "That's well bowled!" and (Geoffrey) "Aye, test match conditions!" On the end screen it could also say "Good Renault driving!"
Neil Poulter, Newquay

You're one of the oddest people ever to have written to **N64** *Magazine.* **Ed**

BONUS LETTERS

I'm really, really, REALLY clever as I go to Park Mains High School in Erskine.
Colin Sales, Bishopton

I'm not clever enough to go to school at all. **Ed**

He obviously doesn't say "So long me Bowser," and it isn't "So long-a Bowser." I think it's "So long King Bowser."
Graham Mackie, Buckie

I said THAT'S ENOUGH. **Ed**

I was just wondering whether you were planning on doing an extra thick Christmas issue, or maybe a poster special.
Iain Wilmot

Will an incredible free **N64** *Magazine 1998 calendar do? And extra thickness, of course.* **Ed**

I must apologise for my spelling mistake in issue 7 of your magazine, as I spelt 'Tonbridge' as 'Tonbride'. I do not usually make any spelling mistakes at all as I am educated to the highest standard.
David Proctor, Tunbridge Wells

Not as well-educated as Colin Sales, though, probably. **Ed**

Did you really put your leg in the air in response to my letter in issue 8?
Gary Lougheed, Blackburn

Would I lie to you? **Ed**

He does NOT say "So long me Bowser" or "So long-a Bowser". Both are absolutely ridiculous. He does say, however, quite rightly indeed, "So long DEAR Bowser."
Martin Wan, Newark

Look, IT DOESN'T MATTER WHAT MARIO SAYS TO BOWSER. And anyway, it's "So long, eh, Bowser?" **Ed**

You might think I'm mad but *Mario 64*, *Wave Race* and *ISS64* gave me hope.
Warren Stalley, via e-mail

They gave us blisters. **Ed**

You must splash it over your front cover and news pages, and along the bottom of each page.
Matthew Garrett, via e-mail

Eurch. **Ed**

INVENTION CORNER

From the laboratory-like minds of N64 Magazine's readers comes another selection of harebrained devices.

VIRTU RUMBLE PACK

Nintendo's Rumble Pak clearly isn't violent enough for **David Ashmore of Mossly**, who envisages being strapped into an all-over body jiggler. The Controller itself is dwarfed by a set of arm and leg braces, along with a helmet that goes over your head. And then, according to David, "it would vibrate like the Rumble Pack, but be better". Dental insurance would probably be a worthwhile precaution.

GRIPPER PAD

"My problem," complains an anonymous reader who'll be rewarded with an **N64** Magazine badge should he contact us with his name and address, "is that by the time I've got through most of the level, my hands are starting to sweat. So I lose my grip." His solution is the Gripper Pad, which has a perforated rubber coating on the prongs "to let the sweat go through". And the buttons are rubber-coated, too, so your fingers don't slip off. Eurch.

CONTROLLER HOLDER

David Foreman of Bury St. Edmunds reckons the Controller would be much easier to use if it was secured to the table in front of you, So he's come up with a sort of 'plinth' which secures your Controller to the table via a set of rubber suckers. It's not immediately obvious how this would make games easier to control, although David seems convinced otherwise: "It would open up more efficient button combinations: A and Right-C, B and Up-C, A and Left-C. And these could be used in many games, especially beat-'em-ups, giving a more arcade feel to the Controller." Well, maybe. Don't buy one straight away, though: "Price? Hmm. £50 at first, then 10p after the massive price drop."

STARFOX CONTROLLER

And finally, several readers have been researching the possibilities of a dedicated *Starf–* (slap) *Lylat Wars* controller. This would indeed be a peripheral worth owning, as it can be tricky reaching the C buttons to perform loops and thrusts forward while simultaneously hammering the fire buttons. **Alan Monaghan of Eniskilen** has come up with something rather like the joysticks PC owners use to play flight sims. The top of the stick includes buttons to perform all the Arwing's main functions, and, most importantly, the stick includes the 'force feedback' function that's just starting to infiltrate PC games, and which makes the joystick fight back when you overstress your ship. **Barry Allwood of North Harrow**, meanwhile, advocates a twin joystick arrangement, although he doesn't go into too much detail about how this would work. He does include surround sound speakers, though, and all for the bargain projected price of £30.

Invented something inventive? Then send the blueprints to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. There's a badge for any we print, naturally.

"Filleted"

Damn! I can't believe that yet again I have been filleted by something Nintendo-related! On the day I learnt that the Nintendo 64 is down to £99, now leaving me £150 down, I got my first subscription copy of your magazine only to find out if I'd waited another month I could have had a free Controller! I'm thinking of starting a business selling ten-pound notes for a fiver.
Peter Luther, Ferndown

That's tragic. Dry your tears with this **N64** *Magazine badge (being sure not to use the pointy side).* **Ed**

"1.82"

Time trials are one of the best parts of *Mario Kart 64*, but most of the tracks are ruined by horrible glitchy short cuts which stop there being any point in racing properly.

There are some good short cuts, like the Mario Raceway and Koopa Trooper Beach ones, for example, but other tracks are plagued by really rubbishy ones. There are only five courses without short cuts, including Moo Moo Farm (rubbish), Kalimari Desert (dull), and then Sherbert Land, Bowser's Castle and Banshee Boardwalk (all great). That's three tracks, then, that don't have short cuts and are quite good. No doubt someone will find a glitch somewhere, like smashing into a Thwomp bounces you straight up to the finish line for a 1.82 second lap. Or something. Much like Steven Dyson's Yoshi Valley short cut. Well, thanks very much for that one, Steve.
Phillip Alexander, Peterborough

It's true, unfortunately. While it was great fun discovering and trying out Mario Kart short cuts to begin with, now they just ruin the game. We have to outlaw them when we're playing multiplayer games these days, particularly the Wario Stadium and Royal Raceway ones. You'll be pleased to learn we've found no evidence of unintentional short cuts in Diddy Kong Racing *yet.* **Ed**

"Apologetic"

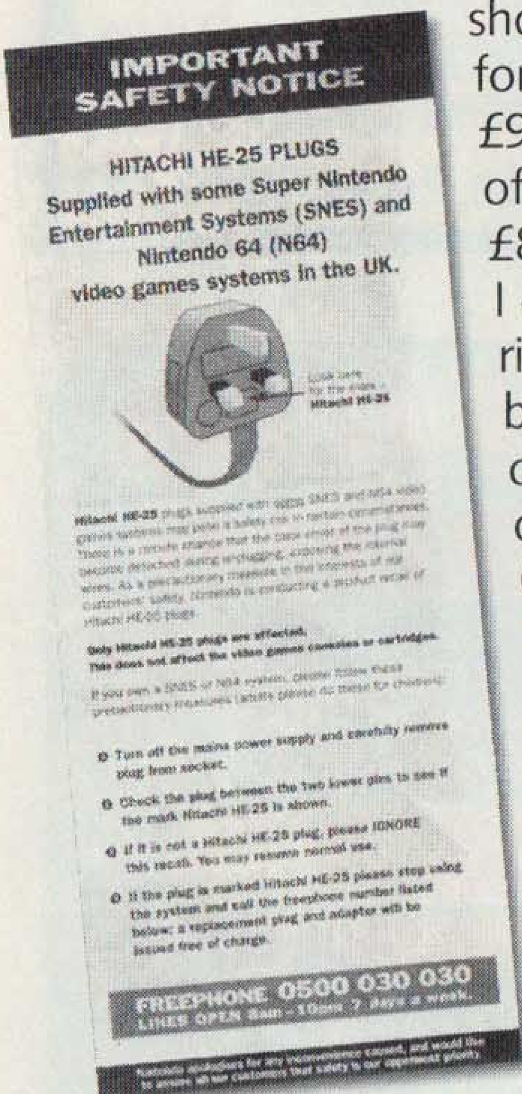
I notice that you mention the recall of Hitachi HE-25 plugs on N64 and SNES power supplies (**N64**/8 Planet 64). I was (un?) fortunate enough to have such a plug on my N64, so I rang the hotline and spoke to a thoroughly confused young lady who eventually managed to get all my details down.

When I received my pre-paid package to return my plug, I was surprised to find that Nintendo had come over all apologetic, and were offering a number of items at knock-down prices, one of which was an N64 for £119.99. I knew my brother was interested, so I rang him and, of course, he jumped at the chance. So I filled in the forms and bundled off my power supply.

Surprisingly, I received my replacement power supply only five days later, which included a weekend. I was impressed.

I was even more surprised when yesterday, together with my copy of issue 8, I also received another letter from THE Games telling me they could not process my N64 order because the price had been reduced! They enclosed another order form showing an RRP for the N64 of £99.99, with an offer price of £84.99. Naturally, I didn't bother ringing my brother before ordering him one.

Clive Marner, Nottingham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They're a fine bunch of people, THE Games. We've always said so. **Ed**

"Chest"

Rarely, and I mean very rarely do I feel I have to write to a magazine because it's annoying me so much. But there is one thing I have to get off my chest. Why do you have such peculiar headings for the letters? I mean, do you just pick any few words at random from the letter and stick them at the top, instead of taking time to think of an appropriate or witty heading? A few prime examples appeared in issue 8 where you headed a letter "Key chains, ice creams", in issue 7 one was headed "About seven", and in issue 4 the words "Things to slot" appeared at the top. Quite what these random words have to do with the general gist of the letters, I have no idea. Oh yes, and I know what you're going to do now. You're going to head my letter with something really stupid, just to annoy me even more. Well don't.

Peter Munro, London

We're making an effort to reduce the number of irrelevant words at the tops of letters. **Ed**

"Underneath"

I'm writing this letter in case that little message underneath "Issue 9 on sale 15th November" that said "Or it's goodbye Jonathan, apparently" is true. When I was thinking of getting a Nintendo 64 and saw your first magazine with the video on the front cover, I bought it. Ever since then I've bought **N64** Magazine. And the main reason for it being so brilliant is that it has Jonathan as editor. If we were to lose him, I'm sure that **N64** Magazine wouldn't be what it is. I don't care that **N64** is late, so long as it's as good as it is. It's just like Nintendo's games – they postpone the release date to finish the game properly and add the finishing touches. I'm sure many others feel the same way I do. PLEASE DON'T SACK JONATHAN.

Simon Gower, Bridgewater

Thanks, Simon. (Sniff) I'm still here for the time being, luckily. But I've got a big cardboard box set aside just in case. **Ed**

"Demographics"

Great mag. But the editorial content seems to be targeted towards the 'younger generation'. Super Play never did this, and that was why it had the following it did, and was the market leader of the SNES mags. It was terrific. Are you going to stick with the current style? Or will it evolve as the demographics of your readers become more defined? I'm still hoping we will see a more 'adult' based mag gradually move in. I know a lot of people with N64s, and they are all 24+ years old.

Tony Banks, via e-mail

Eh? I wasn't aware we were 'targeting' **N64** *Magazine at anyone other than fans of N64 games. We're all 24+, after all – and Wil's older than all the rest of us put together. We don't use many long words (like 'demographics') I suppose, but that's because Jes is the only one who knows any. And if being 'adult' means going on about beer and Pamela Anderson all the time, instead of N64 games, then I'm not sure I really fancy that. What do our other more elderly readers think? I said, WHAT DO – Oh, never mind.* **Ed**

• Letters may be edited. Short ones have a better chance of being printed.

So tell me this...

Your queries quenched, your problems, er, parried, your conundrums counter-attacked.

1. When you buy the 64DD and add the memory to the N64, will it make any difference to the running of carts?
2. As Datel's Shockwave rumbles along to the music, will it work as well as the official Pak on Rumble Pak compatible games?
3. Whatever happened to *Red Baron*, which was mentioned in the 'Hyper Play' section of issue 46 of Super Play?

Colin Shields, Warrenpoint

1. It's unlikely to. The memory expansion that'll come with the 64DD is for loading chunks of game off disc so the N64's processor can access them. The processor can access code on carts directly, so when a cart game's running the N64's built-in memory is more than sufficient.
2. We're still waiting for our Shockwave pack from Datel, believe it or not. But when we tried one out a couple of months ago, it was switchable so you could either have it reacting to sounds in the game, or responding like a normal Rumble Pak to Rumble Pak compatible games.
3. Development of Sierra's Red Baron *flight sim was quietly dropped. This is a shame, as the PC version is fantastic, and an N64 World War I flight sim using the analogue joystick and Rumble Pak would be ideal.* **Ed**

1. How did your Englishman in Tokyo come to be living and working in Tokyo?
2. I'm thinking of getting *Diddy Kong Racing* for Christmas, after seeing your Future Look in issue 7. Would it be a good choice?
3. I've seen a game in the Ultra Release List called *Rebel Moon Rising* from Midway. Any news?
4. How many more issues will you be doing?

Peter Wearn, Blackpool

1. "I was 'head-hunted' to be Asia Marketing Manager for a small publisher in Tokyo, while I was Marketing Manager of a school in central London," Max says. So now you know what to do if you want to follow in his footsteps.
2. Well, James has played it right through to the end, and he reckons it's excellent. And, although I haven't been immersed in it to quite the extent he has, I reckon it's jolly good too – definitely one of the best N64 games so far. So go for it, I should.
3. Midway released a whole list of N64 game names some months back, one of which was Rebel Moon Rising. They didn't actually say anything about it, though, and haven't since. So, er, no.
4. How can you be thinking the end already? We're barely begun... **Ed**

1. In *Wayne Gretzky's Hockey*, can you pull off a 'one-timer' shot, like in EA's NHL games for the SNES?
2. Is *Lylat Wars* available without the Rumble Pak?
3. Which software companies have decided to lower the cost of their carts in the near future?
4. Has anyone seen any footage of Acclaim's forthcoming *NHL Breakaway*? Is it a *Gretzky* beater? (I'm a big fan of ice hockey!)
5. What are the special weapons in *GoldenEye* like to use? Do they enhance the game in any way?
6. Will it be possible for companies to make add-on discs for use on the 64DD to add new features, levels and so on to games, thus stopping them rehashing games over and over again and ripping off the consumers, which has been done for years, mainly by EA?

M.J. Williams, Liverpool

1. It can indeed. Pressing A and B at the same time will perform a nifty one-timer.
2. Nope.
3. All of them. Manufacturing N64 carts costs a bit less now, and the savings should be passed on by all third-party publishers.
4. Not yet. Work on NHL Breakaway *has only just begun. If it's up to the standard of* NFL Quarterback Club '98*, though, it ought to be great.*
5. They're great fun. You can't use them to complete levels, of course, but it's fun picking off baddies with the Golden Gun and the Moonraker Laser. We tend to avoid them for multiplayer games, though, as whoever finds the Golden Gun first then just wins. **Ed**

There's one thing I've desperately wanted to know ever since I started comparing times with one of my friends on *Mario Kart 64* (PAL) How do you work out what your time would be on a US/JAP version? For example, I have a time of 02'04"71 on Luigi Raceway. What would that be on the import version?

Colin Sales, Bishopton

1. Well, technically speaking you simply divide your time by 1.2 (which is 60Hz divided by 50Hz). So your 2'04"71 would come out as... hang on... 124.71 seconds divided by 1.2 is 103.92 seconds, which is 1'43"92. Not a bad time at all. You could argue, though, that because the PAL version is running slightly slower, it's easier to judge corners and take short cuts. **Ed**

Write to: So Tell Me This..., N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

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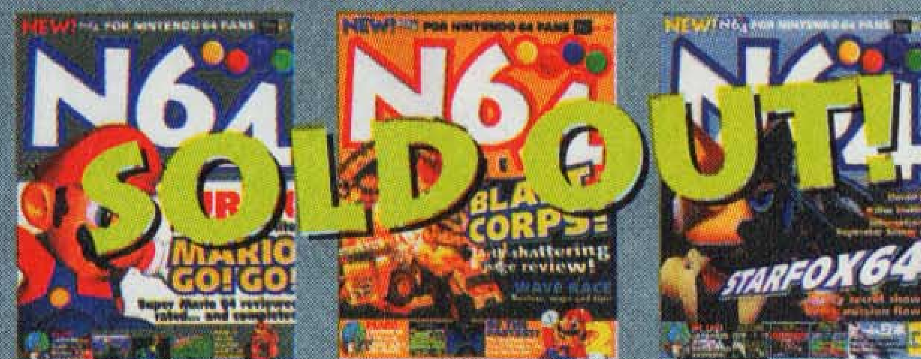


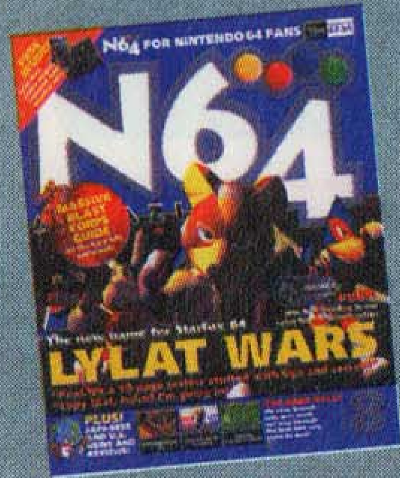
ISSUES 1-3
Sold out

ISSUE 4
The Mario Kart Edition
Enormous review and guide for the PAL version of *Mario Kart*. Exclusive Future Looks at *Struggle Hard, Holy Magic Century* and *Sonic Wings Assault*. Reviews of *War Gods* and (PAL) *Mortal Kombat* as well as superb features on Japanese arcades and *ISS64*, and yet another helping of *Super Mario* playing tips.

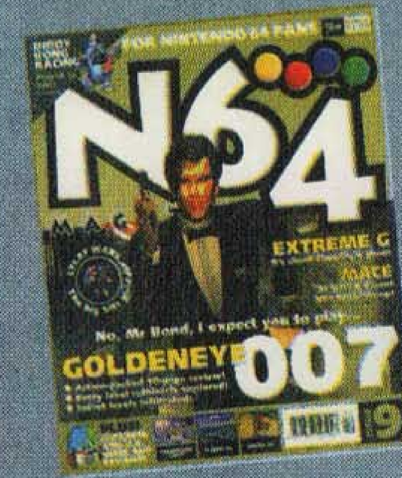
ISSUE 5
The Multi Racing/E3 Edition
World exclusive review of *Multi Racing* as well as massive coverage from E3. Superb Future Looks at *GoldenEye, Banjo, Extreme G* and *F-Zero* as well as the very last instalment of our *Mario 64* tips. If that wasn't enough, there are spanking great reviews of *Go Go!! Troublemakers* and *Blast Corps*!

ISSUE 6
The RPG Edition
FuSoYa predicts the future for all of the N64's biggest RPGs including *Zelda* and *Mother 3*. PAL *Gretzky* and *Hangtime* are reviewed as well as *Wave Race* and *Mario 64*. *Pilotwings 64* gets all tipped up, there are Future Looks at *Rev Limit, Duke Nukem* and *Silicon Valley*, and there's our famous *Mario Kart* personality test too!

ISSUE 7
The Yoshi Edition
Piles of info regarding *Yoshi's Story*, as well as our first look at *Diddy Kong Racing*. *Doom 64* gets a thorough PAL review, with tips on how to do all the tricky and/or secret bits. *F1 Pole Position* gets taken around the track and import reviews include *GoldenEye 007* and *Goemon*. We also round up all the known *Mario Kart* short cuts.



ISSUE 8
The Lylat Wars Edition
A jam-packed 10 page review of *Lylat Wars*, plus the chance to take part in our *Lylat Wars* championship. *Top Gear Rally* goes head-to-head with *Multi Racing Championship* and we review the import *Baku Bomberman*. There's also a *Blast Corps* guide and the chance to win heaps of N64 goodies.



ISSUE 9
The GoldenEye Edition
GoldenEye 007 gets a huge going-over and we also delve deep into *Extreme G*, a fast and frenzied futuristic racer. There're Future Looks at *Diddy Kong Racing, F-Zero 64, Chameleon Twist, NFL QuarterBack* and *Fighter's Destiny* plus a complete step-by-step guide to saving the galaxy in *Lylat Wars*. Don't miss out!

Back issues (subject to availability) are available for the bargain price of £3.50 by filling in the back issues section of the coupon opposite, by phone on (01458) 271124 or by e-mail at subs@futurenet.co.uk

N64 MAGAZINE DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

- **The game's name**
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- **If it's an import, whether it's a US or Japanese one**
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TINY THINK TANK 64

Same Old Software | UK release: Summer 1998 | £50 | N64 2 ● 41% ● EZ

What a great game! (Although, we'll be honest, we think we've seen it somewhere before.) Still, you can't deny it looks like a rare old treat and – thank the fluffy bunny in the sky – it's full to bursting with the cutest, nicest, smooth-hairiest animal lovelies you'll ever see – all with superbly original names! The best bit about the game is how you feel so at home with it. (Probably because most of it appeared in Large Think Tank That'll Be Copied Later In The Year 64.)

● To play as secret character, Zitty the Zebra, simply have a look at how other games have gone about dealing with Secret Characters. ● On Level 2, to publicise your game, be very, very grumpy.

- **The reviewer's initials (see below)**
- **Score**
- **The issue we reviewed it in**
- **How much it costs**

N64 reviewers

JA = James Ashton
MH = Marcus Hawkins
WO = Wil Overton
JS = Jon Smith
JB = Jes Bickham
JD = Jonathan Davies
TW = Tim Weaver
ZN = Zy Nicholson
JN = Jonathan Nash

UK Games DIRECTORY

BLAST CORPS

Nintendo | £60 | N64 5 ● 88% ● JS

A preposterous storyline is the excuse for some full-frontal global destruction as the *Blast Corps* – a kind of space age demolition gang – get to save the world by, er, knocking most of it down. There's no doubting that the game is one of the most idiosyncratically original on the N64 and one that you're almost certain to enjoy. However its lifespan problems mean that your love affair with the game may be short-lived.

● Park against a building with your vehicle's door against it. Repeated pressing of Z will cause the structure to explode. ● Full *BC* guide in **N64**/8

EXTREME G

Acclaim | £60 | N64 9 ● 87% ● TW

Whilst never likely to displace *Wipeout 2097* as the ultimate future racer, *Extreme G* is still hugely impressive with its face-melting speed and eye-gorgingly beautiful tracks. But, it's a game you have to persist with as the course layout is tricky (right from track one) and, without some perseverance, often impossibly frustrating. Oh, and don't expect much from the multiplayer, this is a far better one-player game.

● Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky.

DARK RIFT

Vic Tokai | £60 | N64 9 ● 69% ● JD

So dark is this fair-to-middling beat-'em-up that, by the time you've adjusted the brightness on your TV, you'll need radiation goggles to play it. And all that effort really isn't worth it. The special moves are fairly uninspiring and the characters too similar to inspire much more than a few muffled grunts. Nicely animated, potentially solid but, ultimately, really rather dull.

● Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom C and Top C.

F1 POLE POSITION

Ubisoft | £60 | N64 7 ● 71% ● JD

We enjoyed *Human Grand Prix*, despite its obvious flaws, so we were looking forward to Ubi Soft's tidying-up and renaming of it. Disappointingly, all that's changed in the transition to *F1 Pole Position* is the licence, cutting out all that H Dill drivel. The horrendous pop-up remains, the stop-dead banks are still in there and, ultimately, this is only half as good as the PlayStation's *F1*.

● If your bloke in the pits shouts at you to come into the pits, don't bother. You can make the whole course without a tyre change.

DOOM 64

GT | £60 | N64 7 ● 77% ● JA

Think about it: *Turok's* far better than *Doom*, and *GoldenEye's* far better than *Turok*. So, for anyone other than those people for whom *Doom* is the gaming equivalent of breathing, this PAL release of Midway's tricky blaster is going to seem a pointless exercise in expenditure. It's solid and it's workmanlike, but up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence it looks dreadfully old hat.

● At the password screen enter ?TL BDFW BFGV JVVB for a complete cheat menu.
● Other tips in the review, **N64**/3&7.

FIFA 64

Electronic Arts | £60 | N64 2 ● 39% ● TW

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.

● Remember, you only need tap the shoot button once. The delay is terrible but you *will* eventually produce something. Don't press it a second time or your shot will fly over.

GOLDENEYE 007

Nintendo/Rare £50 | N64 9 ● 94% ● TW

An utterly stunning take on the eighteenth Bond film, *GoldenEye* is videogaming at its finest: huge, brilliantly designed levels, amazingly detailed scenery, breathtaking weaponry, super-imaginative gadgets and a perfectly judged difficulty curve. It also has a fabulous Deathmatch set-up as well as two of the finest secret levels you'll have ever played. Gaming doesn't get better than this.

● On Secret and 00 Agent, if you shoot the scientists, they'll get out weapons and fire back. ● Check out I, Spy, the free MI6 giveaway in **N64**/9.

MARIO KART 64

Nintendo £60 | N64 4 ● 91% ● JD

While it doesn't quite achieve the total perfection many had expected, *Mario Kart 64* is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multiplayer modes, and in particular the four-player grand prixs. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.

● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4.

HEXEN

Midway £60 | N64 5 ● 69% ● JD

After their triumph with *Doom 64* (all-new levels, brand new textures) Midway bring *Hexen* to the N64 party. Sadly, the game is exactly the same as its elderly PC mum, and the one new element – the four-player split-screen deathmatch mode – fails in *Hexen's* resolutely single-player levels. It's still lots of fun in a retro kind of way, but in the N64 world, where *Turok* reigns supreme, it's hard to recommend whole-heartedly.

● To activate the cheat menu, pause the game and press Top C, Bottom C, Left C, Right C very quickly. ● In the Cheat menu, press Left C, Right C, Bottom C for invincibility.

MORTAL KOMBAT TRILOGY

GT £60 | N64 1 ● 34% ● TW

Ahhchh, another *Mortal Kombat* sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.

● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.

INT. SUPERSTAR SOCCER 64

Konami £60 | N64 3 ● 92% ● TW

The finest football game in existence, *ISS64* is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals – all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

● To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. ● Full game guide in **N64**/4.

MULTI RACING CHAMPIONSHIP

Ocean £55 | N64 8 ● 71% ● JD

The conversion job given to *Multi Racing* has done it no favours – the letterboxing and slow-down only seem to amplify the 'gritty' look of the graphics. In comparison with *Top Gear Rally* it's also far too easy and even the mirror mode can't disguise the fact that three tracks simply aren't enough. On the plus side, the car-handling remains excellent and there's a good variety of on and off-road racing.

● Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5

KILLER INSTINCT GOLD

Nintendo/Rare £55 | N64 3 ● 62% ● MH

Killer Instinct might have been a big deal a couple of years ago, but even an arcade-perfect conversion looks a bit out-dated on the N64. It's not that *KI* wasn't a good game to start with – if you're still in love with it, you'll definitely enjoy this version – it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.

● To access the extra options, during the character bio screens in the intro press Z, B, A, L A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.

NBA HANGTIME

GT £65 | N64 6 ● 52% ● JS

The immortal *NBA Jam* series continues on the N64 with this dated arcade conversion. Apart from the fact that the 3D and sprite work looks distinctly out of place on the N64, the real problem with *Hangtime* is that two-on-two basketball gets very boring, very quickly. Relentlessly running up and down the court exchanging baskets with the CPU is not our idea of fun, and even with a huge cheats list, your attention will soon wander.

● Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.

LYLAT WARS

Nintendo £60 | N64 8 ● 91% ● JN

Nintendo's first properly optimised conversion sees a full-screen Fox McCloud take on Andross at something approaching full 670Hz speed. *Lylat Wars* is not as perfect as it could be perhaps – it really needed a level select, for instance, but it's as near as we could have hoped and at £60 with a Rumble Pak it's a certain 'must have' package. Another tour-de-force for Shigs.

● Achieve gold medals on all levels for the four-player tank and Expert modes.
● Game guides in **N64**/8 and **N64**/9.

PILOTWINGS 64

Nintendo £50 | N64 1 ● 89% ● TW

The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.

● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

GO! GO!

SHADOWS OF THE EMPIRE

Nintendo £55 | N64 1 ● 78% ● JA

With ten levels of varying game styles, *Shadows* somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though, and is loads better than the PC's *Dark Forces*.

- To see the end sequence, enter your name as _Credits (case sensitive).
- Challenge Point guides in **N64**/2 and **N64**/3.

TUROK: DINOSAUR HUNTER

N64 STAR GAME

Acclaim £70 | N64 1 ● 91% ● TW

Replacing *Doom's* cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.

- At the edge of a platform the screen will dip. Jump here to gain maximum distance.
- Full cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2.

SUPER MARIO 64

N64 STAR GAME

Nintendo £60 | N64 1 ● 96% ● ZN

When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.

- Loads of tips in our review in **N64**/1.
- '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5.

WAVE RACE 64

N64 STAR GAME

Nintendo £55 | N64 2 ● 90% ● ZN

Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilities. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as *Mario Kart 64*.

- To achieve the Helicopter stunt and 1700 points – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.

TOP GEAR RALLY

N64 STAR GAME

Nintendo £55 | N64 8 ● 86% ● JD

People are put off *Top Gear Rally* by the cars you initially get to race with – they're slower than a pair of elderly Fiat 126s. But persist and not only will you find a gem of a game structure but some of the fastest most realistic driving ever to grace a computer game. It really is *Sega Rally* standard. The five tracks might be a bit bland background-wise but they're brilliantly designed and help ensure a healthy lifespan.

- Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.
- Game tips in the review **N64**/8.

WAYNE GRETZKY'S 3D HOCKEY

GT £65 | N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic *Wayne Gretzky* is hard to beat. An excellent range of options ensure that the full ice-hockey spectrum is covered – from the three-man arcade knock-about to the full-team, over-legislated complete simulation. It's fun in multiplayer – especially the two on two arcade mode – and overall the only thing that lets it down is that fact that, when all's said and done, it's only ice hockey.

- Loads of tips in Tips Extra **N64**/5. ● For super teams, go to Setup and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

Import Games DIRECTORY

DORAEMON

Epoch | UK release: Unlikely | N64 2 ● 60% ● TW

Sadly, *Doraemon* turns out to be a slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps it's more suited to your younger brother or sister.

BAKU BOMBERMAN

Hudson Soft | UK release: November | N64 8 ● 50% ● ZN

Oh dear. The thrill with *Bomberman* was the multiplayer mode – Hudon have wrecked it by adding 3D. Single player mode is competent but uninvolving. A major disappointment.

GANBARE GOEMON

Konami | UK release: Early '98 | N64 7 ● 80% ● ZN

It's never likely to threaten *Mario 64* in the all-round goodness stakes, but this does see a pile of good ideas thrown together to produce a marvellously entertaining adventure.

CLAYFIGHTER 63 1/3

Interplay | UK release: December | N64 9 ● 24% ● JB

Possibly the worst game in the world. Except, perhaps, for a game where you have red hot needles shoved into your eyes. Complete and utter crap.

THE GLORY OF ST ANDREWS

Seta | UK release: Unlikely | N64 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls add up to an experience as ugly to watch as it is to play.

CRUIS'N USA

Midway | UK release: TBA | N64 1 ● 34% ● JD

Racing across the USA isn't tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics use only a fraction of the N64's power. Avoid.

GO GO!! TROUBLEMAKERS

N64 STAR GAME

Enix | UK release: TBA | N64 5 ● 90% ● JN

Strangely backward but enormously entertaining, *Go Go!! Troublemakers* is an enigma that might not be solved even when the game gets translated.

HUMAN GRAND PRIX

Human | UK release: Winter 1997 | N64 2 ● 71% ● TW

Although never matching up to the high standards of the PlayStation's *F1*, *Human Grand Prix* provides some throughly entertaining Formula 1 driving thrills.

JANGOU SIM MAHJONG DO 64

Video System | UK release: Never EVER | N64 7 ● 69% ● JD

So, the best mah jong game yet? Well, probably but does it really matter? With its more 'trendy' approach to the game it'll probably sell like wild-fire in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER

Imagineer | UK release: Unlikely | N64 8 ● 66% ● TW

What chance has a sprite game in a world with *ISS64*? *Dynamite Soccer* is incredibly basic but persevere with it for long enough and you might get some joy out of it.

JIKKYOU WORLD SOCCER 3

N64 Star Game

Konami | UK release: Unlikely | N64 8 ● 91% ● TW

Perfect Striker became the improved PAL *ISS64* and in turn, PAL *ISS64* has become the improved *Jikkyou World Soccer 3*. World teams but no Scotland, Wales or Ireland!

J-LEAGUE PERFECT STRIKER

N64 Star Game

Konami | UK release: Now (as *ISS64*) | N64 1 ● 89% ● TW

Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals.

KING OF PRO BASEBALL

Imagineer | UK release: Unlikely | N64 1 ● 68% ● TW

The players are super-deformed and cute which is entertaining. Eventually, though, the too-slow runners and the super-skillful CPU opposition will begin to get you down.

MACE: THE DARK AGE

Midway | UK release: December | N64 9 ● 81% ● JB

Mace has turned out to be a hefty, splendid-looking little beat-'em up that will certainly tide N64 owners over until Capcom arrive on the scene.

MAH JONG 64

Koei | UK release: Never | N64 3 ● 65% ● JD

Mah Jong 64 is more of a beginner's guide to the game than previous efforts. However, with its heavy reliance on Japanese text, things will still prove fairly tricky.

MAH JONG MASTER

Konami | UK release: Unlikely | N64 1 ● 69% ● WO

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. Otherwise, the slickest of the mah jongs.

MISCHIEF MAKERS

N64 Star Game

Nintendo | UK release: December | N64 8 ● 90% ● JB

The US version of *Go Go!! Troublemakers*, and the addition of English text makes the whole thing a lot easier. It's still a brilliant game and it'll be out in the UK this Christmas.

POWER LEAGUE 64

Hudson | UK release: No, thanks | N64 7 ● 42% ● JA

We've got nothing against baseball – even though, plainly, it's tedious – but this effort from Hudson, the first N64 ball-and-bat title to utilise real players, is tragically awful.

POWER PRO BASEBALL 4

Konami | UK release: Unlikely | N64 3 ● 54% ● TW

PPB4 is the fourth in Konami's series of baseball games. The game went ballistic in Japan but we don't rate it as highly as Imagineer's effort, *King of Pro Baseball*.

TETRISPHERE

Nintendo | UK release: Early '98 | N64 7 ● 71% ● JB

The Game Boy's finest moment is now 3D with jungle-dance-techno music and a whole paint-palette-full of colour. A partially successful puzzle game, if not an essential one.

WONDER PROJECT J2

Enix | UK release: Unlikely | N64 1 ● 55% ● WO

Guide a robotic girl through various 'real life' situations with the overall aim of making her a real person. Weird, very Japanese and very difficult to overcome the language barrier.

WAR GODS

Midway | UK release: Before Christmas | N64 4 ● 46% ● JA

Although it's the first proper 3D beat-'em-up, that's all *War Gods* has really got going for it. For beat-'em-up junkies only.

NUMBERS

Here's a list of all the UK publishing companies who have either released games for Nintendo systems in the past or who have N64 titles definitely in the pipeline.

N64 SITES

Die Hard Game Fan	www.gamefan.com/
Game Japan	www.rcp.co.jp/recca/
N64.com	www.n64.com/
Nintendo 64 Headquarters	www.n64hq.com/
Nintendo Australia	www.nintendo.com.au/
Nintendo Japan	www.nintendo.co.jp/
Nintendo USA	www.nintendo.com/
Nintendojo	members.aol.com/peers2/

SOFTWARE COMPANY SITES AND NUMBERS

Acclaim	(0171) 344 5000
Japan	www.acclaim-jp.com/
US	www.acclaimnation.com/
Activision	(0181) 7429400
	www.activision.com/
Argonaut	www.argonaut.com/
ASCII	www.asciient.com/
Atari Games	www.atarigames.com/
Athena	www.sega.co.jp/gamesoft/athena
Atlus	www.atlus.com/
Blizzard	www.blizzard.com/
BMG	(0171) 973 0011
	www.bmg.com/
Boss	www.bossgame.com/
Bottom Up	www.ifnet.or.jp/
Capcom Japan	www.capcom.co.jp/
US	www.capcoment.com/
Crystal Dynamics	www.crystald.com/
Data East	www.dataeast.com/
DMA Design	www.dma.co.uk/
Eidos	(0181) 636 3000
	www.eidosinteractive.com/
Electronic Arts	(01753) 549442
	www.ea.com/
Enix	www.marinet.or.jp/com/enix/
Epic Megagames	www.epicgames.com/
Epoch	www.fjt.co.jp/
Gametek	(01753) 854444
	www.gametek.com/
Graphics School	http://204.174.42.103
Gremlin	(01142) 753423
	www.gremlin.co.uk
GT	(0171) 258 3791
	www.gtinteractive.com/
GTE	www.im.gte.com/
Hudsonsoft	www.hudson.co.jp/
Human	www.human.co.jp/
Imagineer	www.imagineer.co.jp/
Infogrames	(0171) 738 8199
Interplay	(01628) 423666
	www.interplay.com/
Japan System Supply	www.titan.co.jp/jss/
JVC	(0171) 240 3121
Koei	www.koei.co.jp/
Konami	(01895) 585 3000
Japan	www.konami.co.jp/
US	www.konami.com
LucasArts	www.lucasarts.com/
MicroProse	www.microprose.com/
Midway	www.midway.com/
Mindscape	www.mindscape.com/
Namco Japan	www.namco.co.jp/pacland/
US	www.namco.com/
Ocean	(0161) 832 6633
	odon.com/ocean
Paradigm	www.paradigmsim.com
Psygnosis	(0151) 282 3000
	www.pysgnosis.com/
Rambus	www.reambus.com/
Seta	www.seta.co.jp/
Shiny	www.shiny.com/
Square Soft	www.square.co.jp
THE Games	(01703) 653377
THQ	(01372) 745 222
	www.thq.com
Titus	www.titusgames.com/
Ubi Soft	(0181) 941 4004
	www.ubisoft.com/
Vic Tokai	www.victokai.com/
Video System	www.dreamsquare.co.jp/
Williams	www.williamsentertainment.com/

Coming soon in...

N64 MAGAZINE ISSUE 11

As the last few calendar-pages of 1997 flutter to the floor, it's time to prepare for the exciting N64-related opportunities of 1998! And so the first N64 Magazine of the new year will contain a complete guide to everything that lies ahead, revealing the games we can look forward to playing. Fresh back from the Nintendo Space World show in Tokyo we'll be able to give you hands-on reports on *F-Zero X*, *Zelda* and the first 64DD games, and tell you all about Nintendo's plans for the next twelve months, including, we'll be bound, several intriguing surprises. There'll be pictures of dozens of new games, a chat with Nintendo boss Hiroshi Yamauchi, and play-tests of everything that's on display. It'll be like you're actually there at the show – but without the jet lag...

Plus!

FREE GIFT!

Another one? As well as this issue's calendar? Astonishingly, yes. The January issue of N64 Magazine will come with another desirable present attached to it, so be sure to beat on your newsagent's door first thing New Year's Eve!

The January 1998 issue of N64 Magazine will be available on Wednesday, 31st December – New Year's Eve!

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MARIO KART 64 OFFICIAL PLAYERS GUIDE	9.99
MARIO KART 64 UNAUTHERISED SECRETS	9.99
NINTENDO 64 UNAUTHERISED SECRETS	9.99
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SUPER MARIO 64 SURVIVAL GUIDE	11.99
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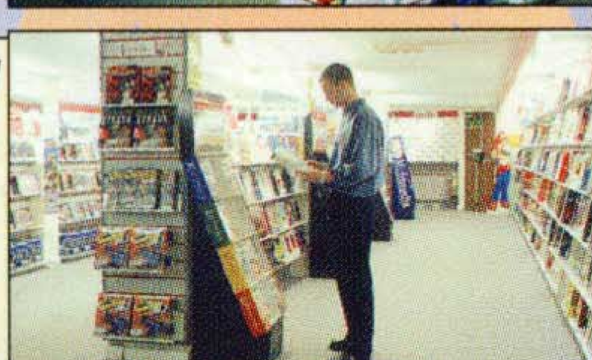

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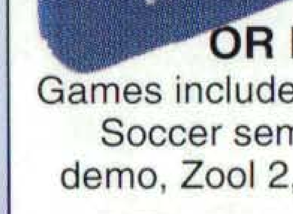

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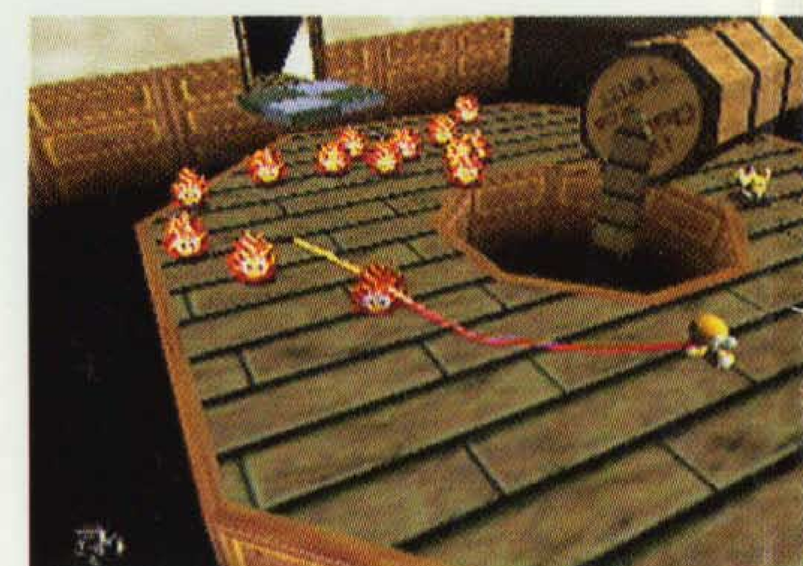

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